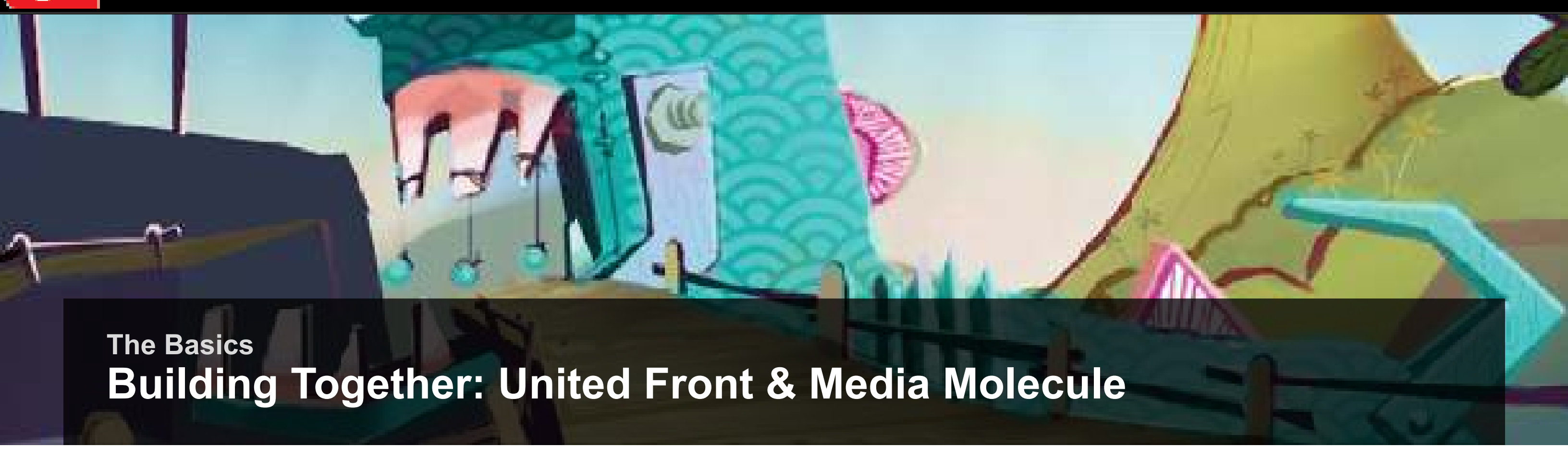
The Basics

Welcome to LittleBigPlanet Karting

Salutations, traveler! Funny running into you all the way out here in the Craftverse. Are you new to these parts or haven't been by in a while? Things might look a touch different since our Creator Curators have been busy building some amazing roadways, thoroughfares, and more!

Of course, getting around all this new construction and infrastructure requires more horsepower than your sack person's wee-knitted feet can muster. Fortunately, getting your sack person behind the wheel won't break the bank. Interest rates are at an all-time low and interesting races are at an all-time high!



The Basics

Building Together: United Front & Media Molecule

A Friendly Chat with:

Mat Thomas

Senior Game Designer, United Front Games

How did you get started in the video game industry?

I have always been a keen gamer, and got into video games way back in the day on the Commodore 16 and 64. Playing games on these old computers immediately drew me in, and ever since then I have always had an affinity with games. I got my break in the games industry in Leeds, England with Psygnosis which was then acquired by Sony, our partners on *LittleBigPlanet Karting* .

I worked as a game designer in the studio on *Wipeout 3* (PS one) and Lemmings Revolution (PC). After leaving Leeds and my beloved footy team Leeds United, I then worked at Acclaim Entertainment and Codemasters before making the leap across the Atlantic to Vancouver to work at EA on the Need For Speed titles. After several games there, I then decided to move to United Front Games, where I worked on ModNation Racers and then this game, *LittleBigPlanet Karting* .

If you could replace one part on your car with a *LBPK* kart component, which one would it be and why?

Well this is an easy one—it has to be the hover rockets hasn't it?! Never mind the wheels, being able to rocket your way around the track is far more enjoyable.

What was the most outlandish level idea you had to cut from the game and why?

Here at UFG we have a dedicated team of level designers who have come up with some truly great levels. The good news is nearly all of these are included in *LittleBigPlanet Karting* ! We didn't necessarily have any outlandish levels that got cut, but rather these are being worked on for the community to enjoy when the game comes out on day one. That is the power of the creation tools; our own seasoned level designers can go home and publish their own amazing levels for other users to not only play, but also dissect to see how the professionals use the tools to create the best experiences possible.

Who was the most interesting Creator Curator to design and why?

I think the team in general has liked Don Doubtworthy for a long time. All the levels on his planet are really fun to play and they introduce a brand new theme to the LBP universe. The story he presents is also really fun, which partners up well with the great levels in the Progress Emporium. It's pretty fun to see how oblivious he is to the world around him as the story progresses!

How involved was Media Molecule throughout the game's development?

Ever since both studios pushed the "Play, Create, Share" genre, we have been in communication to share our ideas and thoughts on how this genre can work. With coordination and input from our partners at Sony San Diego, I think we have as a group of passionate developers managed to drive the game in the right direction. The key was always to capture the essence of LBP in terms of the art style, the accessible gameplay and the creation tools, and I feel we have done this admirably. The good news is MM have been with us every step of the way, giving us feedback on our decisions and encouraging us to continue to push the game.

Describe a typical day at the United Front Games studio.

A typical day in United Front Games is one where everyone is working hard to make the best game possible. Each day starts with a gathering of all the different people in different areas of the game to discuss what we are working on. We then break and go back to work on said features. As work is complete, the designers and producers will play the game live and check out the new work and give immediate feedback. This will continue through the day as we hone new features.

Near the end of the day we will normally take a break to go and play the game online as a larger group so we can see the game away from our desk. This is very important as you are then seeing the game more as a consumer and not a developer. These sessions are normally filled with lots of discussion, suggestions and note taking. These notes are then used to help drive the quality of the game up. Being passionate about the game and your work is key, to ensure we deliver the best game possible to our fans.

If you could hit the road right now and drive anywhere you wanted, where would you go?

One day, I hope to jump into a car and drive from here in Vancouver, BC down to Southern California. This is one of the most amazing drives in the world and it is here on my doorstep. It's a long way away from motorways in England, which I was used to for most of my life!

The musical choices are one of the more distinct aspects of the LBP series. What standout tracks did United Front Games feel had to be in there?

There is a ton of great music in *LBPK* , all lovingly selected by our great audio department to match our levels in Story mode. We have different styles and types of music in the game. For straight up music, Grand Theft Ecstasy by Feed Me is a great driving track. We also have interactive music in the game and the great thing about these tracks is how they can change. The Progress Emporium by Peter Chapman is a great track that really shows this off. It does a superb job of blending Classical and Electronic over the course of the song.

I am sure everyone will enjoy the diverse tracks in *LittleBigPlanet Karting* !

What's your favorite track/level and why?

My favorite level in the game by far is Huge Spaceship. It is an excellent kart track, well tuned to create a very intense but fun gameplay experience. We have played this level countless times at United Front Games, competing online to see who can dominate races. It really is an excellent level to really see the depth of the kart racing and the intricacies of the gameplay mechanics.

What's your best advice for a beginner level builder?

Experimentation with all the tools is the key to success and understanding. Go through all the tutorials and pick a first project that is simple. It's okay to shoot for the stars, but not with your first level! Start small and gradually get more ambitious as you get better at using the tools. Also gain inspiration from others in the community, just from playing other people's levels you may be able to figure out how they did something and that will inspire you to create your level. Don't underestimate how much good polish and fine tuning can improve what you may consider to be an "average" idea or concept.

Use the community to help you! Engage fellow *LBPK* players to learn how they are overcoming design challenges, or how to create specific experiences.

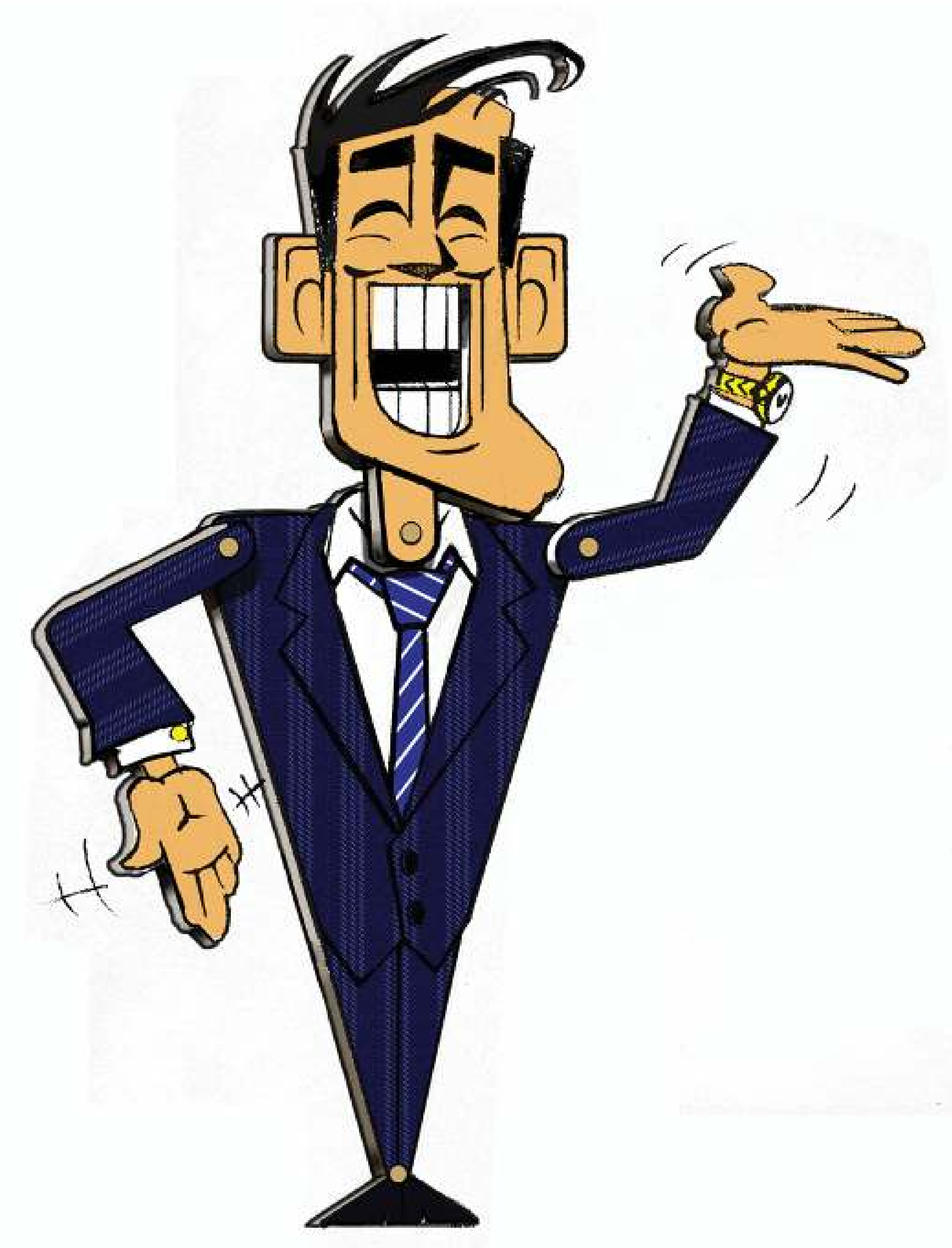
What is the Create tool you couldn't imagine making a level without and why?

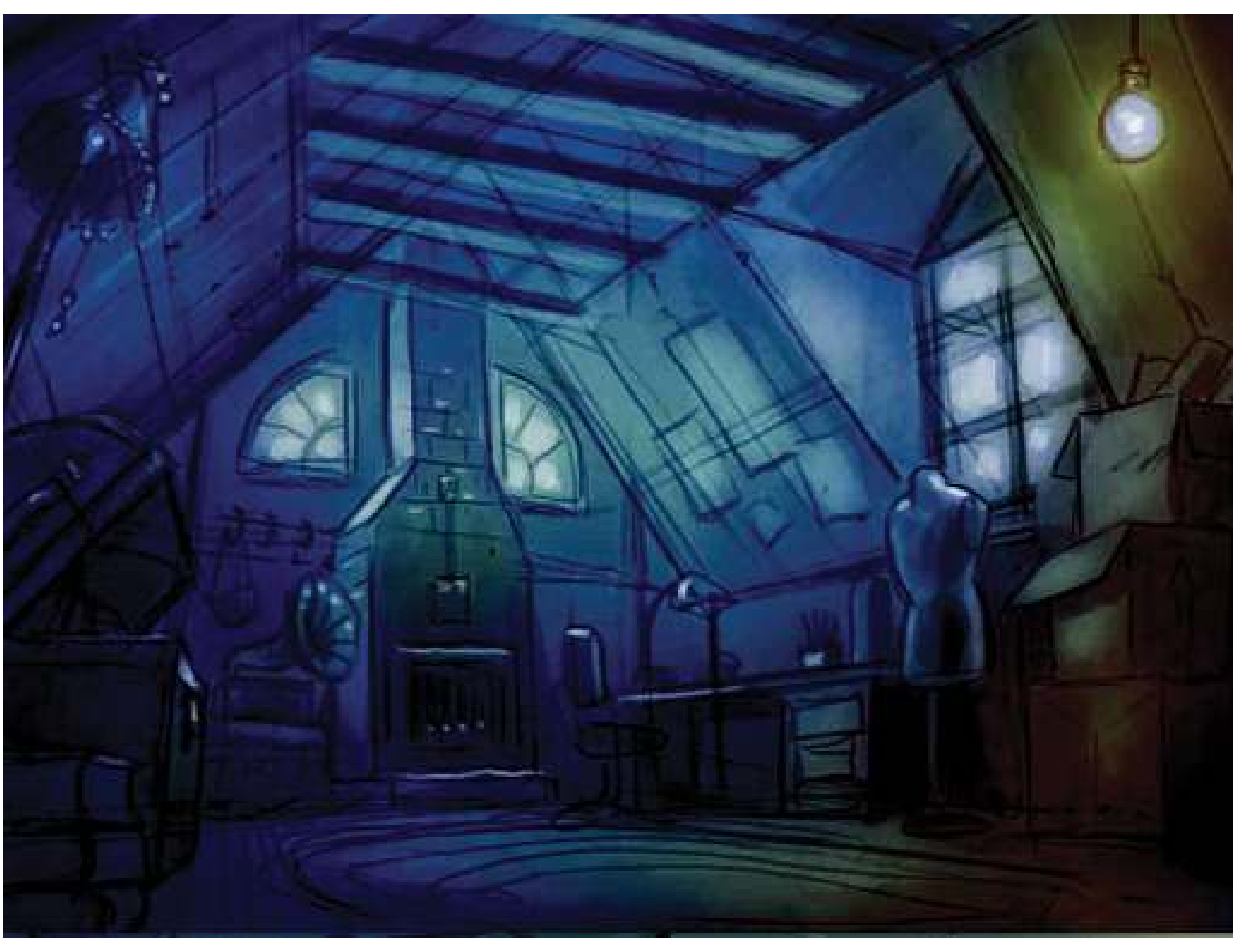
Universally, our development team here at United Front Games answered this question with one answer—geo painting! Due to the amazing flexibility with painting shapes and using different materials, anything is possible. Understanding all the basics is a good start, but investing time in understanding how geo paint works will remove any creative shackles you may have thought you had.

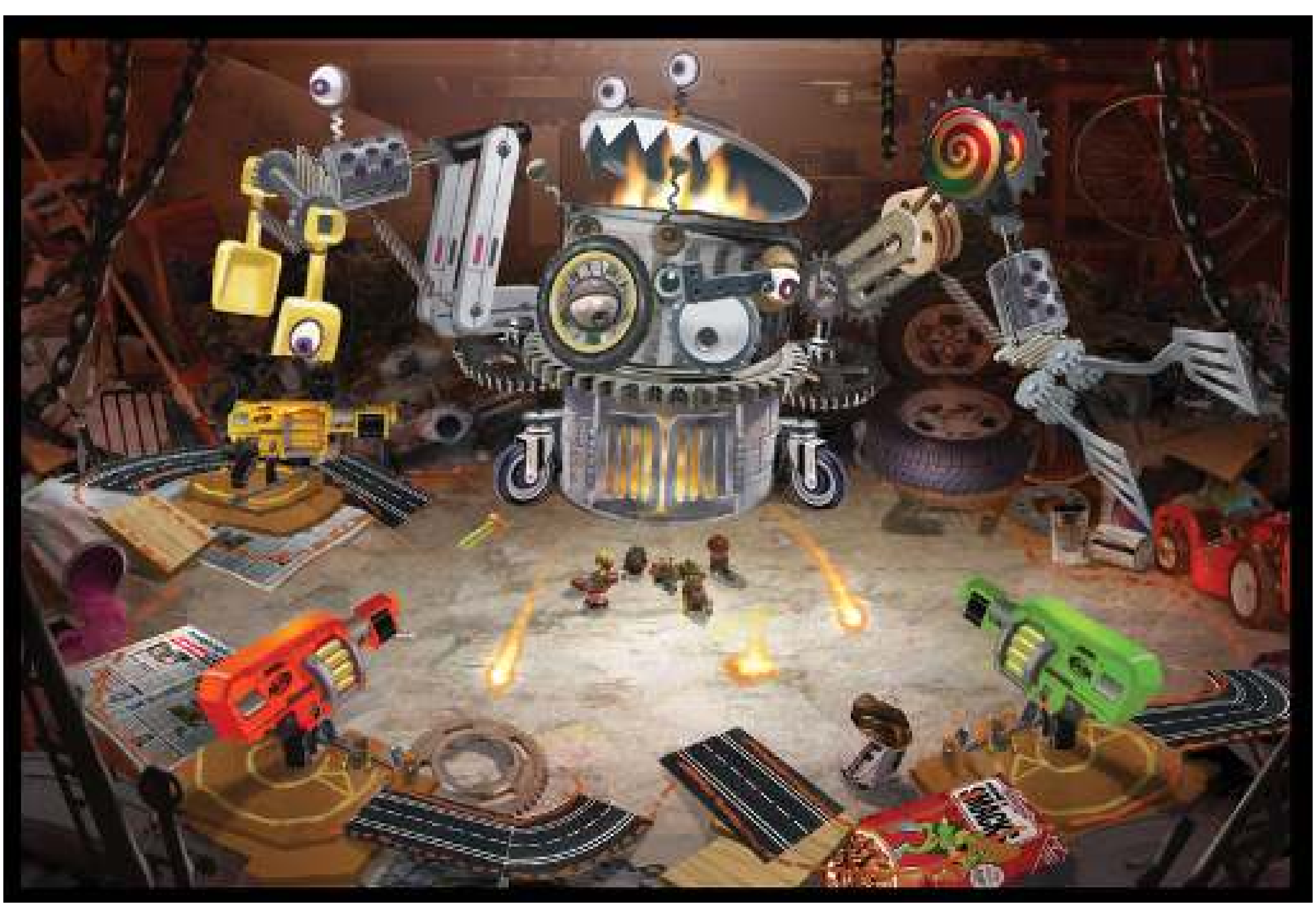
What advice do you have for people interested in getting into the video game industry?

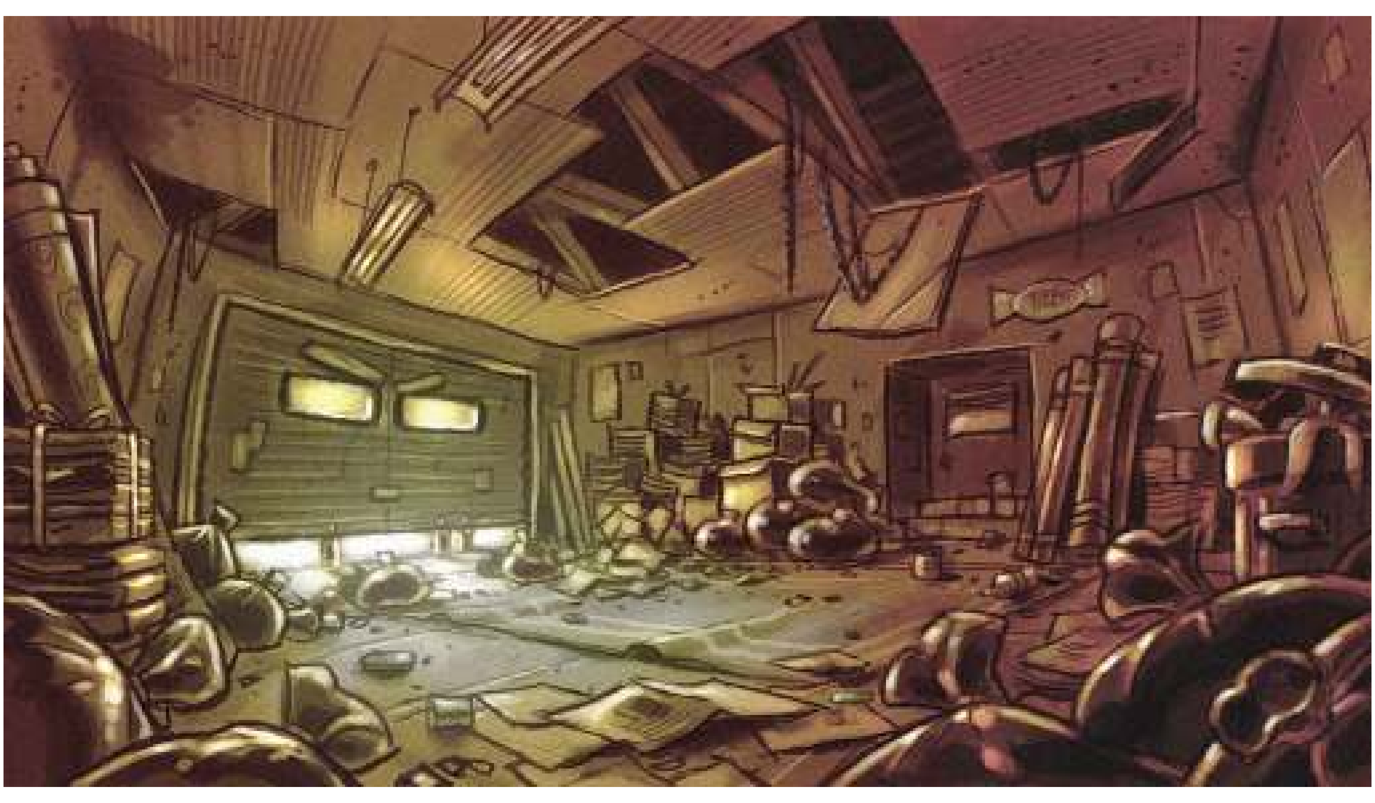
Whatever you envision yourself doing in the games industry, start doing it. Don't wait for someone to show you how to do something. If you want to game design, design a game, get familiar with tools like in *LittleBigPlanet Karting* . In fact, *LittleBigPlanet Karting* is a perfect place to start to understand a range of facets of game development.

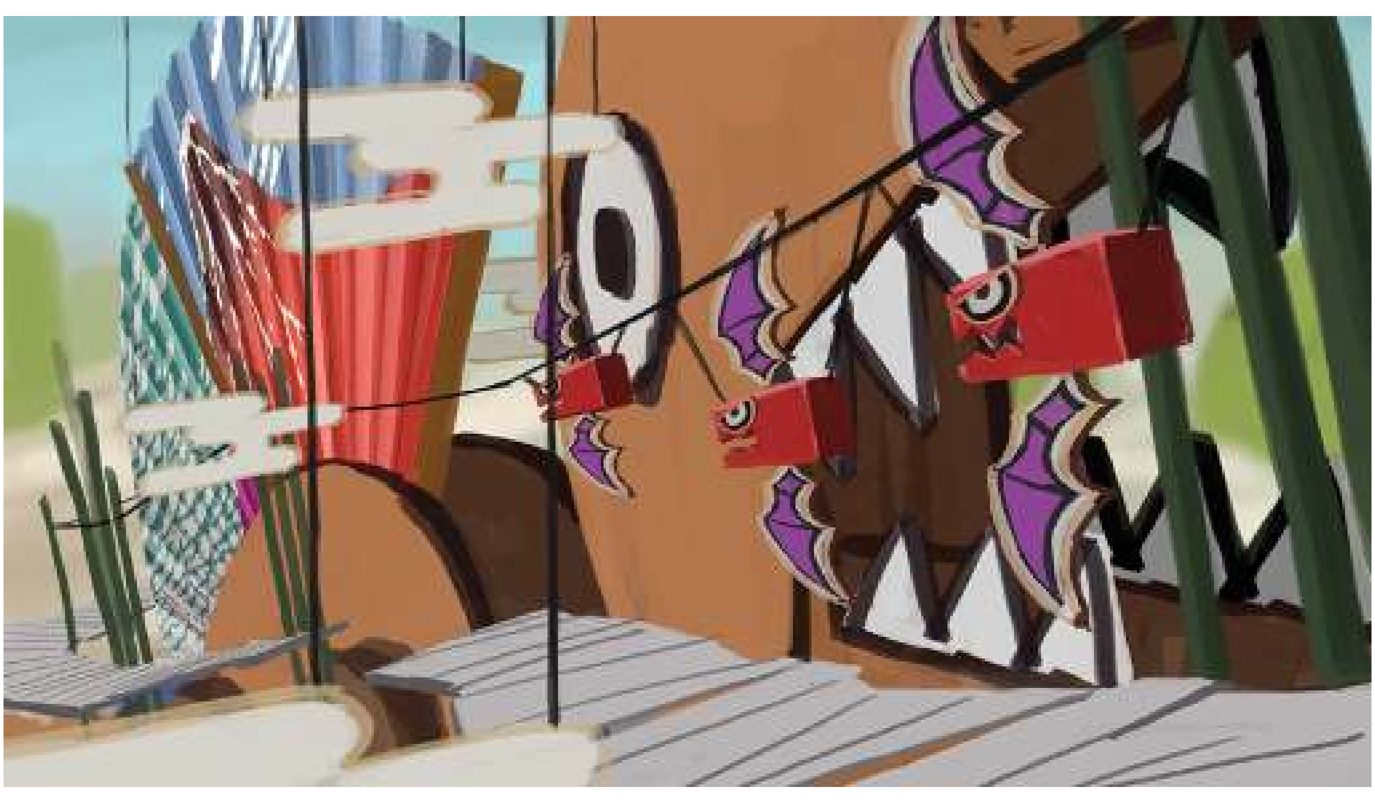
Understanding the craft is key to getting into the industry. Be passionate, understand what you want to do, and be keen to impress. People with this attitude will always rise to the top.

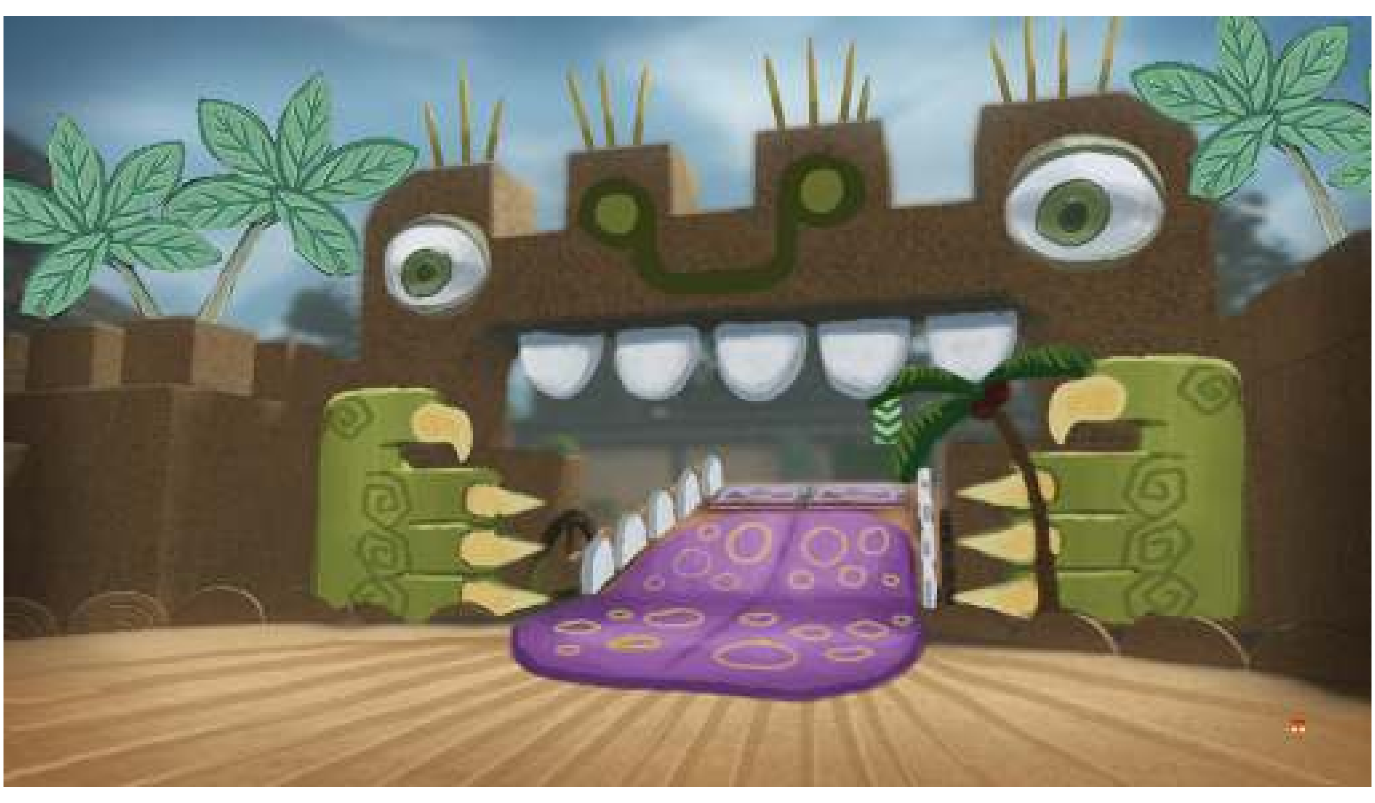


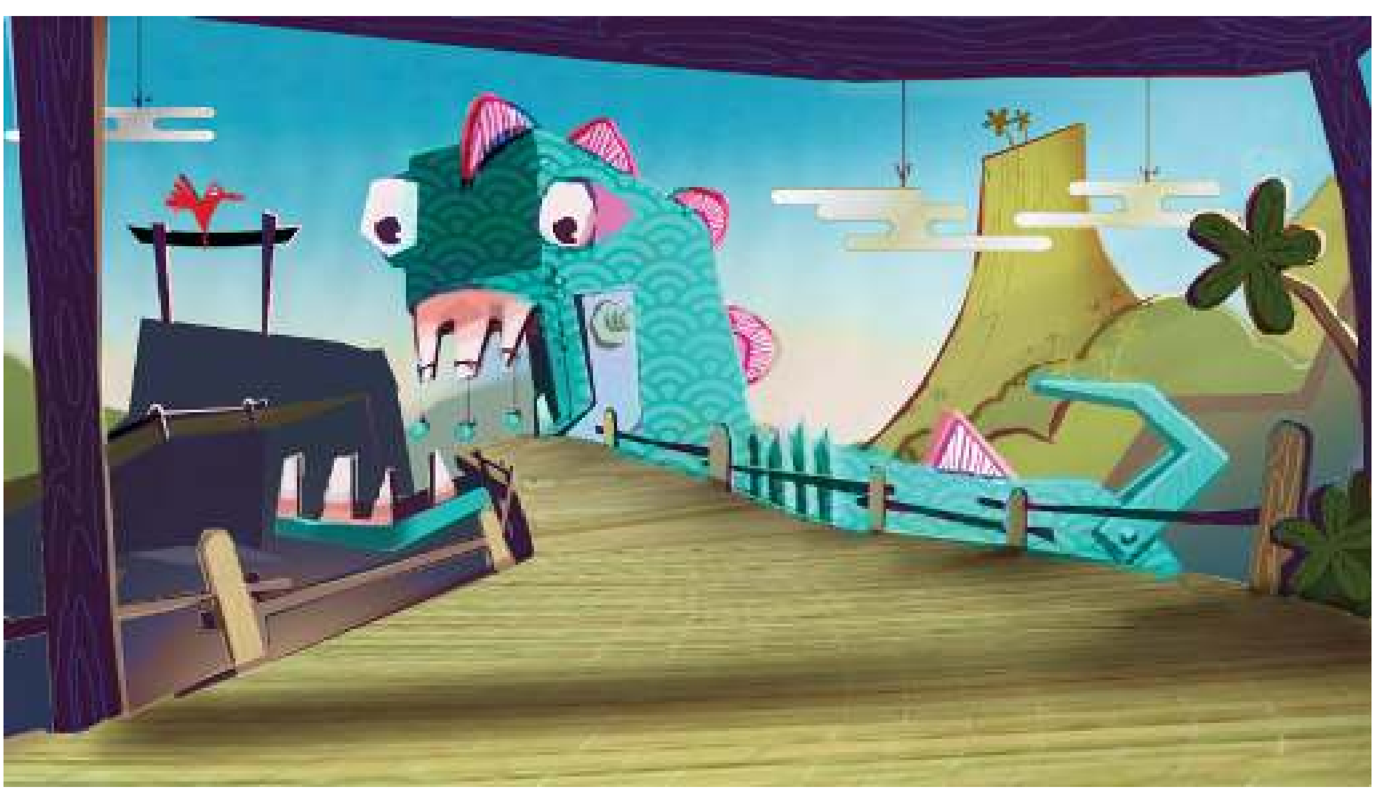












The Basics

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The plethora high-speed traffic zipping about the Craftverse means your sack person is safer in the driver's seat than wandering out on the road. It's dangerous out there! Before you start tearing up the asphalt, it's important to get your bearings.

Using Your Pod

All road trips in the Craftverse start right here in your Pod. Think of it as your own personal pit stop for all your karting needs. But your Pod is good for more than swapping out wheels and festooning your ride with flashy decorations. Press ✕ to access the Pod Computer located in your Pod and start navigating the multitude of worlds in the Craftverse.

Navigating Menus

To explore the many nooks and crannies in the various menus scattered about the Craftverse, press ↑ , ↓ , ← , or → to highlight an option. Press ✕ to confirm or ○ to return to the previous menu screen.

Bringing A Buddy

To have a friend join all the racing excitement, simply press p on each additional controller (up to four) and await the imminent arrival of new sack people to your Pod.

The Basics

Popit

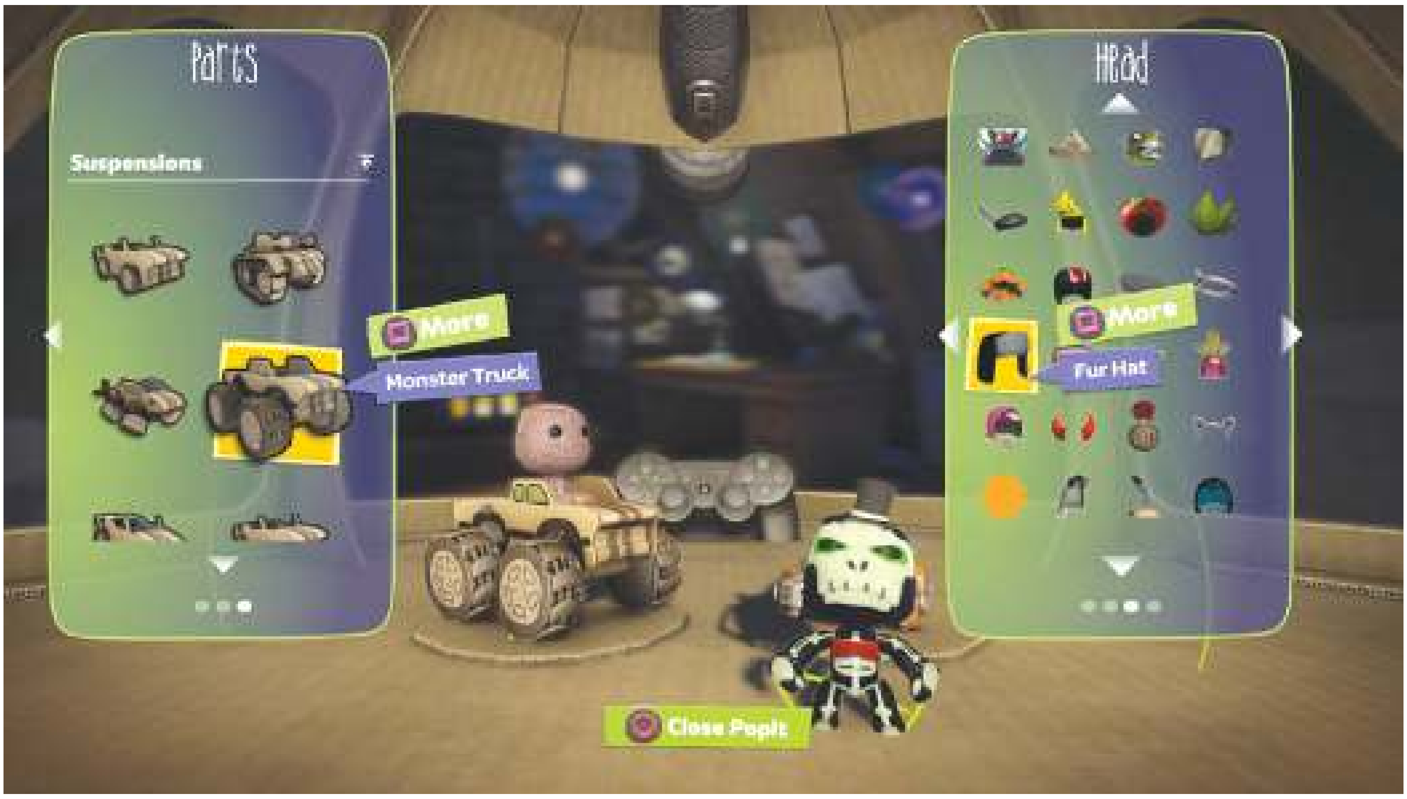
The Popit Menu

Inside your Pod, you can press ☐ to open your sack person's Popit. The Popit is a handy, one-stop shop for all the niftiest, shiniest, and most splendid odds and ends you've collected throughout your adventures in Craftverse.

Customization

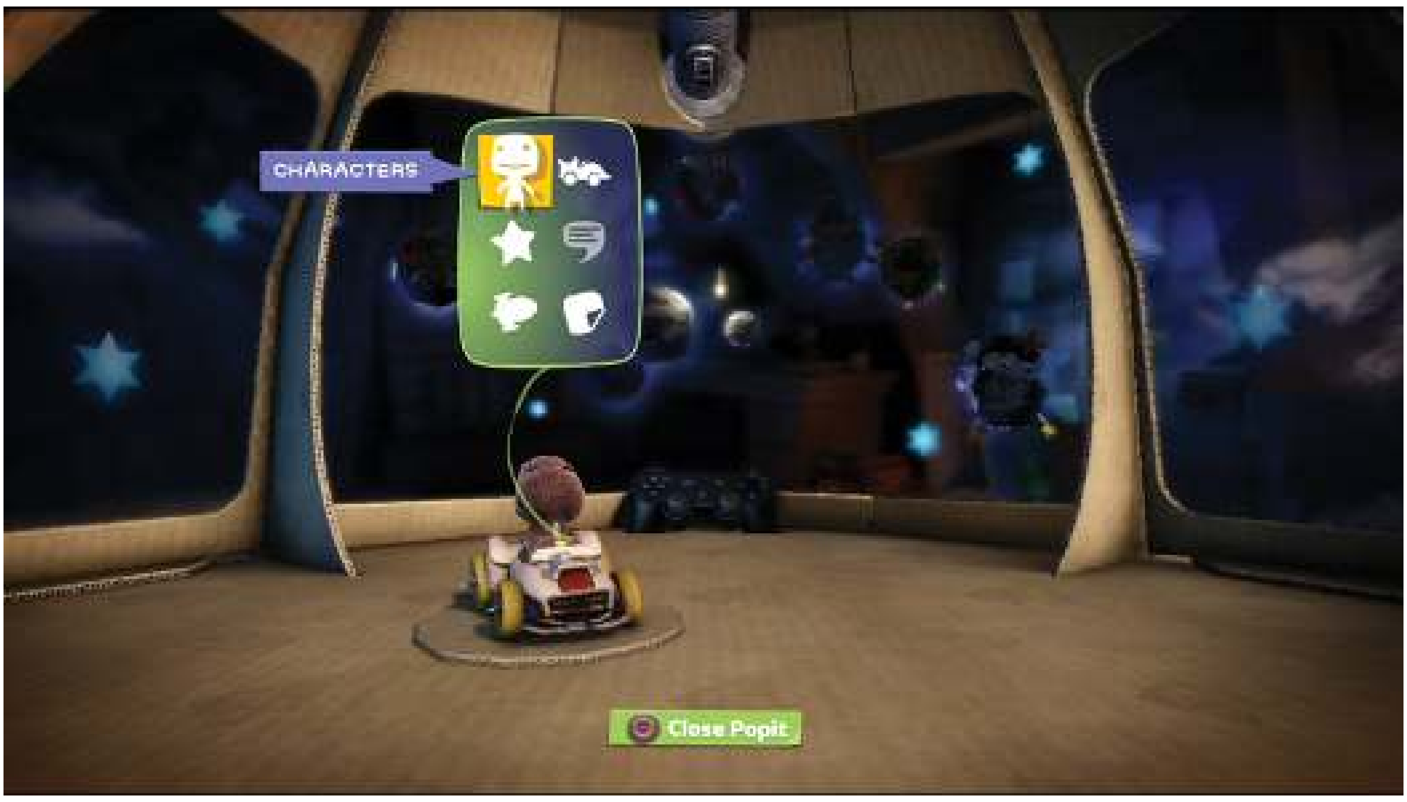
Perhaps you feel your sack person is a wee bit underdressed or could use a little more color. Or, mayhap, your sack person's kart could use a little more flash. Simply open your Popit and select from Characters or Karts to customize the appearance of your sack person and kart, respectively.

To gussy up your Pod, select Stickers & Decorations from your Popit and decorate to your heart's content! If you feel like redecorating but want to preserve its current state for posterity, choose My Pods from the Popit where you can select Save Pod. Doing so adds the current Pod to a list you can recall at will. To start decorating from scratch, select Reset Pod.



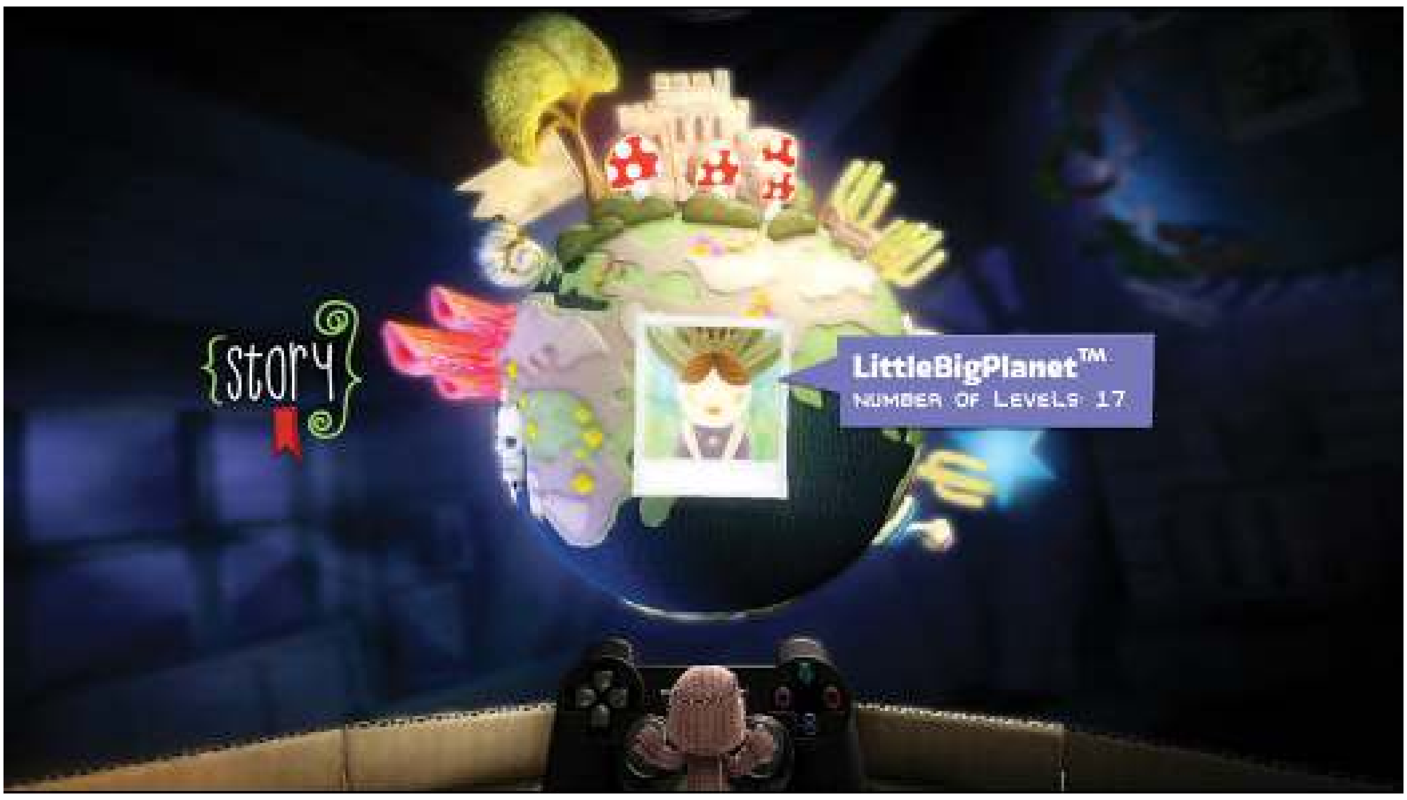
The Basics

StoryMode



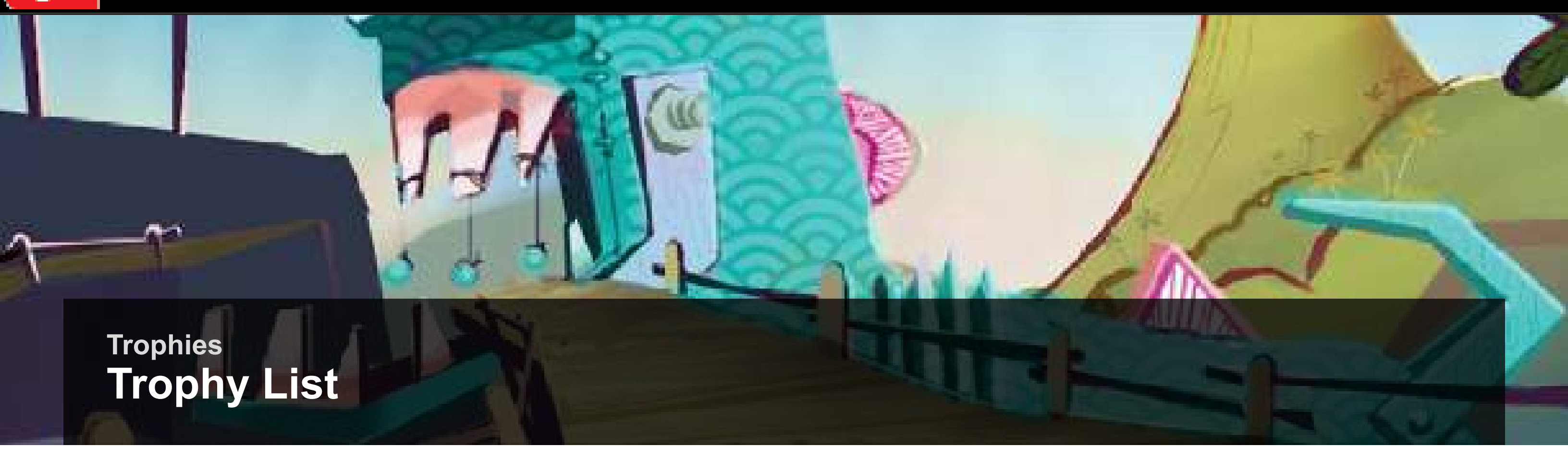
Story Mode?

Villainous scoundrels known as the Hoard have been running—or, more accurately, driving—amok in the Craftverse. Their wanton thievery and general rudeness has left large swaths of once marvelous landscapes desolate. Their pillaging cannot be allowed to go on unchecked!?



It's up your diligent and determined sack person to get behind the wheel of a kart to catch up and shut down these miscreants. Put pedal to the metal and zip around the Craftverse to end these larcenous loonies once and for all!?

To access the story mode, press ✕ in the Pod to access the Pod Computer, and then select Story to literally drive away the pesky Hoard.



Trophy List

Name	Trophy Icon	Type	Description
100% Complete		Platinum	Earn all the LittleBigPlanet™ Karting trophies to unlock this platinum trophy
Complete Story Mode		Gold	Complete the main path of Story Mode
Story Star		Gold	Star every level in the Story mode
Building the Imagisphere		Gold	Spend 24 active hours in Create mode
The Adventures Continue		Gold	Complete 100 community levels
Online Sampler		Silver	Complete 25 community levels
Finale Star		Silver	Star every 'finale' level in the main story
Crowd Pleaser		Silver	Publish a level and have 10 different players complete the level
Online Champ		Silver	Place 1st in 25 different online levels with other human players
Dive In!		Silver	Dive into 25 community levels and complete those levels
Creator Maker		Silver	Create three cooperative levels and three versus levels
Complete LittleBigPlanet™		Bronze (Hidden)	Complete the main path of LittleBigPlanet™
Complete Monster Islands		Bronze (Hidden)	Complete the main path of Monster Islands
Complete Victoria's Laboratory		Bronze (Hidden)	Complete the main path of Victoria's Laboratory
Complete The Progress Emporium		Bronze (Hidden)	Complete the main path of The Progress Emporium
Complete Eve's Asylum		Bronze (Hidden)	Complete the main path of Eve's Asylum
Complete The Space Bass		Bronze (Hidden)	Complete the main path of The Space Bass
Complete Hoard, Sweet Hoard		Bronze (Hidden)	Complete the main path of Hoard, Sweet Hoard
Aerial Grappler		Bronze (Hidden)	Chain three different grapples without touching the ground
Flamin' Skid		Bronze (Hidden)	Drift non-stop for 10 seconds without stopping in any racing Story level
The Brave Defender!		Bronze (Hidden)	Defend against 30 attacks from opponents in any level
Planet Star		Bronze	Star a planet in Story mode
Battler		Bronze	Achieve a 5-hit streak in any Story battle level
Showing Who's Boss!		Bronze	Hit 50 Hoard minions in Story mode with any weapon
Road Rage		Bronze	Slap an opponent on any level
Big Combo		Bronze	Accumulate a 5x score multiplier in a Story level
Kart Mastery		Bronze	Complete all the tutorials on the first planet, LittleBigPlanet™
Just Getting Started		Bronze	Spend 30 minutes in Create Mode
Scholar		Bronze	Watch all of the creation tutorials from start to finish
Interior Decoration		Bronze	Create a custom pod
Makeover		Bronze	Change your costume
Hot Wheels		Bronze	Change your ride
Making The Community		Bronze	Build and save any level created in Create mode
Celestial Decorator		Bronze	Create a personalized planet
Custom Object		Bronze	Create a custom object inside one of your levels
Arms Creator		Bronze	Create a custom weapon in Create mode
Playing the Popular		Bronze	Play any level in your Recent Activity
Snapper		Bronze	Publish a photo taken from any level
Save This For Later		Bronze	Add a level to your queue
Get Gathering		Bronze	Host a playgroup with three other players in your Pod
Active Recommendation		Bronze	Complete a level a friend has written a review for
We Have Good Taste		Bronze	Complete a level on Team Picks
First Impressions		Bronze	Complete a level with less than 5 playthroughs and leave a review
About Me		Bronze	Completely populate your profile page
Better Than You		Bronze	Beat a score posted by a friend on any community level

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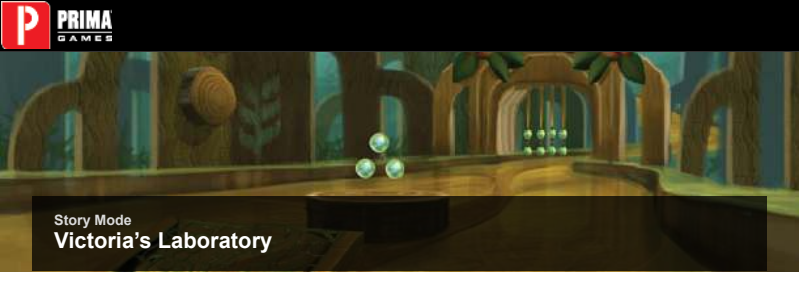
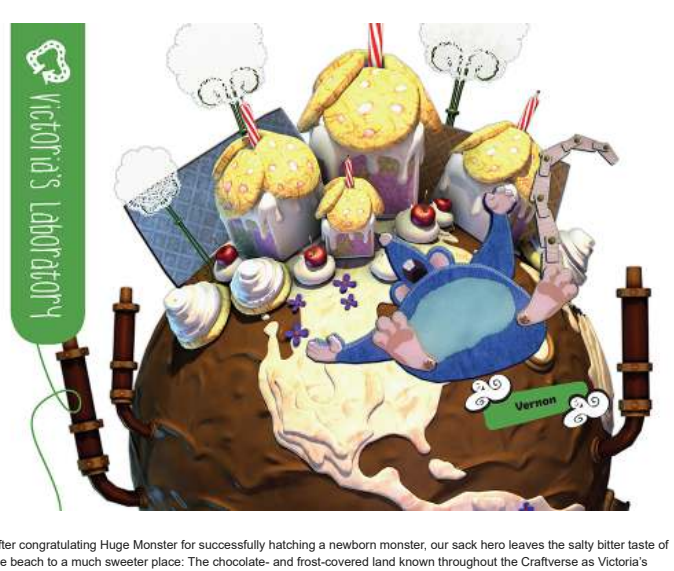


Story Mode

Victoria's Laboratory

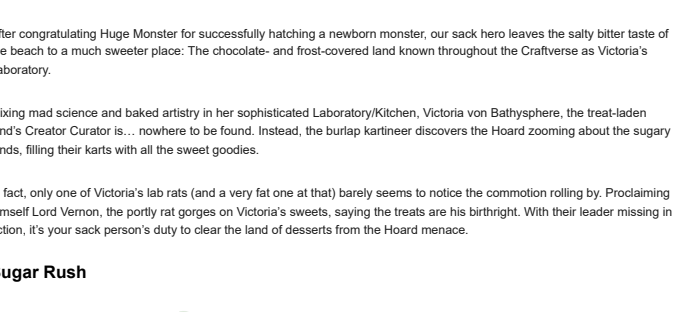


After congratulating Huge Monster for successfully hatching a newborn monster, our sack hero leaves the salty bitter taste of the beach to a much sweeter place: The chocolate- and frost-covered land known throughout the Craftverse as Victoria's Laboratory.

Mixing mad science and baked artistry in her sophisticated Laboratory/Kitchen, Victoria von Bathysphere, the treat-laden land's Creator Curator is… nowhere to be found. Instead, the burlap kartineer discovers the Hoard zooming about the sugary lands, filling their karts with all the sweet goodies.

In fact, only one of Victoria's lab rats (and a very fat one at that) barely seems to notice the commotion rolling by. Proclaiming himself Lord Vernon, the portly rat gorges on Victoria's sweets, saying the treats are his birthright. With their leader missing in action, it's your sack person's duty to clear the land of desserts from the Hoard menace.

Sugar Rush



Victoria's sweetly decorated lands–from its chocolate rivers that flow through the gardens, and on through its elaborate pastry factory—are quickly being picked apart. Placing Vernon's tantrum aside, our sack hero rides out to knock out the Hoard's sweet tooth. And hey, with all the sweets lying around, it doesn't hurt to take a snack break whenever the knitted one can spare one.

The Confection Infection

In order to successfully chase off the Hoard, your sack person has to travel along the gingerbread road that connects the sugarcoated gardens to the large, pastry-producing laboratory. There aren't any wild jumps or grapple swings to worry about in this relatively flat course, but there are loads of other obstacles to keep your sack person busy. Cruise through each area, watching out for pastry-related obstacles and collecting the 19 prize bubbles scattered about the level.

Level Info

Level Type: Race

Total Prize Bubbles: 19

Clear Rewards:

- Sugar Rush VS
- Don't Go Baking
- My Kart

Level Complete Gifts

Stickers	Place
Cubist Woman Portrait	First Place
Furniture Leg Sketch 3	First Place
Controller Sketch	First Place
Pedestal Sketch	First Place
Furniture Leg Sketch 1	First Place
Streetlamps	First Place
Propeller Dome	First Place
Da Vinci Hideout Roof	Second Place
Scoop Arm	Second Place
Da Vinci Window Frame	Second Place
Window Sketch	Second Place
Da Vinci Wall Motif	Second Place
Scoop	Second Place
Wooden Gear 3	Second Place
Wooden Gear 2	Second Place
Wooden Gear 1	Second Place
Da Vinci Front Door	Second Place
Da Vinci Ego	Third Place
Da Vinci Head Sketch	Third Place
Da Vinci Head	Third Place
Da Vinci Child	Third Place
Cartoon Da Vinci	Third Place
Old Man Sketch	Third Place
Unfinished Old Man Sketch	Third Place

Track	Place
Cookie Fence	Looted
Floral Gardenway	Looted
Floral Fabric Bridge	Looted

Costumes	Place
Cupcake Skin	Third Place
Cupcake Hat	Third Place
Cupcake Dress	Third Place

Kart	Place
Mini Treats	First Place
Cupcake	First Place
Ice Cream	First Place
Sponge	Second Place
Ball Bearing	Second Place
Red Hot	Second Place
Tongue	Second Place
Stirs the Drink	Second Place
Hoard Copter	Starred

1—The Fluffy Cake Rises

Before entering the kitchen laboratory, navigate your kart through the sweeping "S" curve. Follow the score bubbles along each curve to hit the inside race line and pick up two prize bubbles. Pick up a weaponator and some score bubbles as your kart passes the laboratory's front gate.

Even with the Hoard flying about, the laboratory continues to produce a never-ending stream of cakes. The roads inside the laboratory travel through each assembly line, weaving through a couple of switchbacks.

There are a lot of prize bubbles to collect inside the laboratory. Lined up on both sides of the laboratory's walls, it may take a couple of passes through the cake machinery to gather them all. Keep those eyes peeled and steer into as many prizes as sackingly possible, but keep a steady pace going forward.

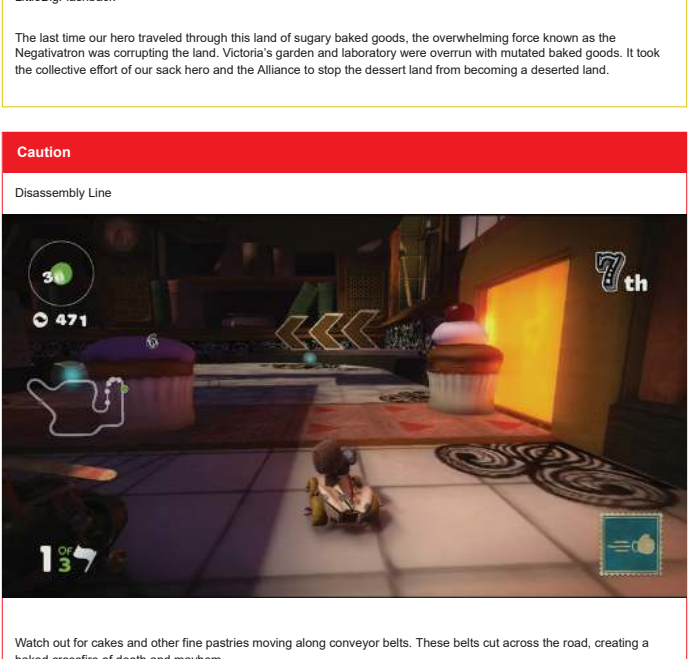
Note

LittleBigFlashback

The last time our hero traveled through this land of sugary baked goods, the overwhelming force known as the Negativatron was corrupting the land. Victoria's garden and laboratory were overrun with mutated baked goods. It took the collective effort of our sack hero and the Alliance to stop the dessert land from becoming a deserted land.

Caution

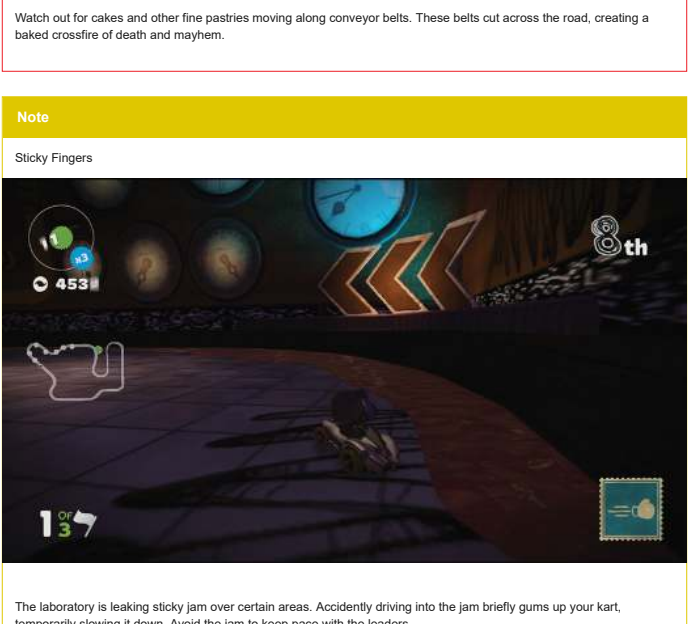
Disassembly Line



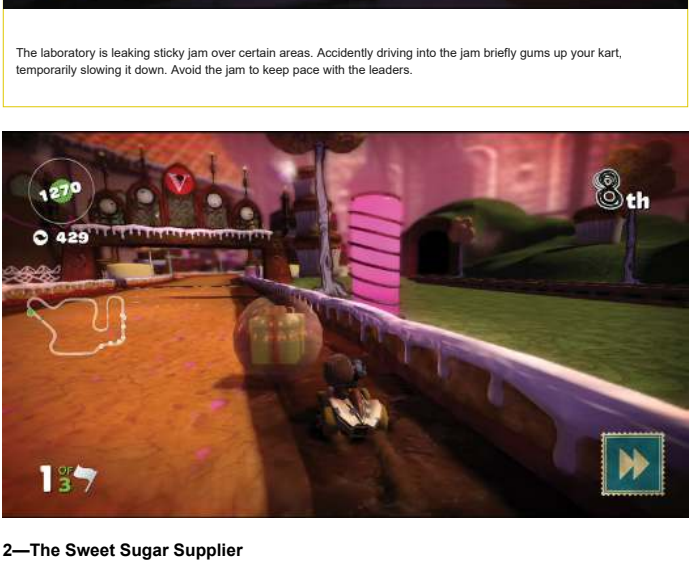
Watch out for cakes and other fine pastries moving along conveyor belts. These belts cut across the road, creating a baked crossfire of death and mayhem.

Note

Sticky Fingers



The laboratory is leaking sticky jam over certain areas. Accidently driving into the jam briefly gums up your kart, temporarily slowing it down. Avoid the jam to keep pace with the leaders.



2—The Sweet Sugar Supplier

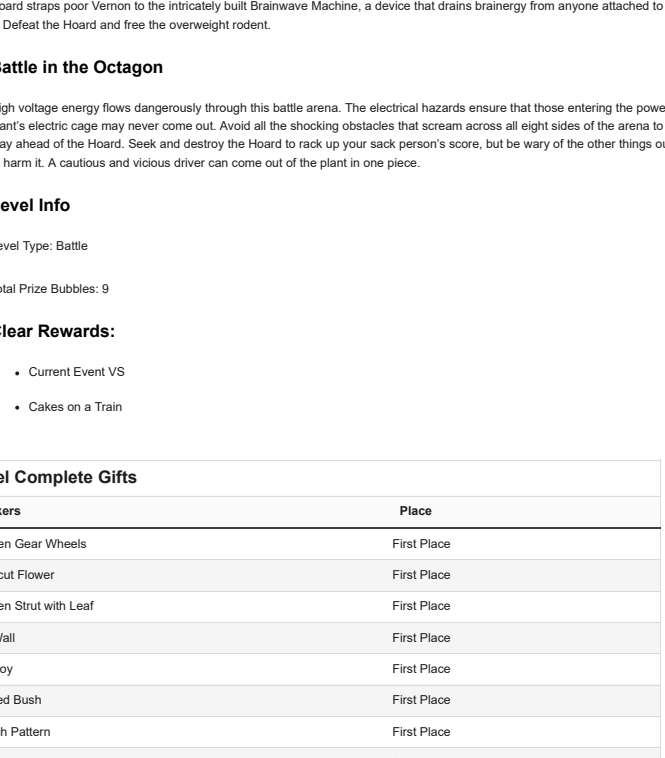
After passing through the laboratory, the course returns to the sickly sweet gardens. The road travels along some mild curves, then banks right into the final right turn before crossing the finish line. As your sack person drives through this final stretch, be sure to collect the prize bubbles lined up on either side of the road.

Caution

Go Nuts For Donuts

Before you cross the finish line, pay attention to the donuts stacked on the outside line of each curve. These pesky law-enforcement favorites can briefly slow your kart down if run into.

Current Events



It takes a lot of power to continue running that large confectionary contraption. Deep below the laboratory's assembly line lies a complex power plant filled with an assortment of electrical wires and computer chips. Not content with physical objects, the Hoard straps poor Vernon to the intricately built Brainwave Machine, a device that drains brainergy from anyone attached to it. Defeat the Hoard and free the overweight rodent.

Battle in the Octagon

High voltage energy flows dangerously through this battle arena. The electrical hazards ensure that those entering the power plant's electric cage may never come out. Avoid all the shocking obstacles that scream across all eight sides of the arena to stay ahead of the Hoard. Seek and destroy the Hoard to rack up your sack person's score, but be wary of the other things out to harm it. A cautious and vicious driver can come out of the plant in one piece.

Level Info

Level Type: Battle

Total Prize Bubbles: 9

Clear Rewards:

- Current Event VS
- Cakes on a Train

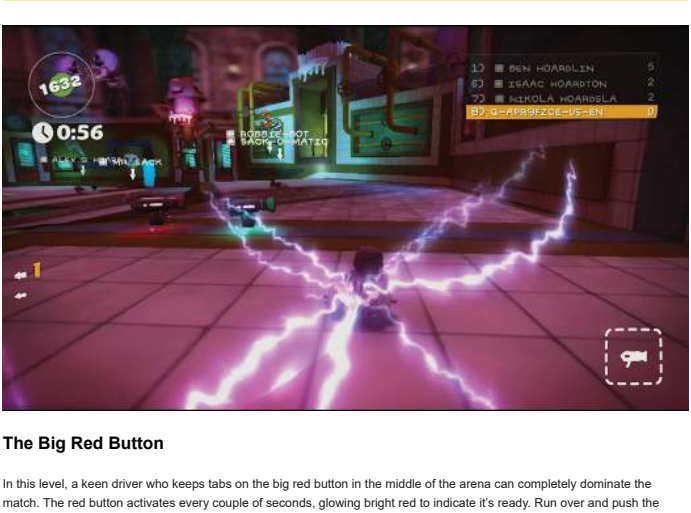
Level Complete Gifts

Stickers	Place
Wooden Gear Wheels	First Place
Woodcut Flower	First Place
Wooden Strut with Leaf	First Place
Red Wall	First Place
Red Boy	First Place
Stippled Bush	First Place
Scratch Pattern	First Place
Face Bracket Sketch	Second Place
Triangle Bracket Sketch	Second Place
Da Vinci Torso	Second Place
Chalk Dotted Diagonal	Second Place
Wrench	Second Place
Retro Guy Head	Second Place
Pink Guy Sketch	Second Place
Blue Strut	Third Place
Blue Dome	Third Place
Da Vinci Roofed Bridge	Third Place
Licking Lips	Third Place
Yellow Arrow Sign	Third Place

Track	Place
Wallpaper Fence	Starred
Crumbly Cookie Lane	Starred

Costumes	Place
Cog Princess Hat	Second Place
Flyboy Skin	Second Place
Cog Princess Skin	Second Place
Gold Monocle	Second Place
Flyboy Glasses	Second Place
Flyboy Hat	Second Place
Cog Princess Dress	Second Place
Flyboy Wings	Second Place
Steam Sack Helmet	Second Place
Green Dentelle	Second Place
Great Aunt Trudy's House	Second Place
Beige Canvas	Third Place
Burlesque Hair	Third Place
Burlesque Feather	Third Place
Burlesque Fishnets & Shoes	Third Place
Burlesque Boa	Third Place
Burlesque Dress	Third Place

Kart	Place
Wagon Wheel	First Place
Wild West	First Place
Tinker Toy	First Place
Candy Coated	Looted
Hand Crafted	Looted
Cork	Looted
Flower	Looted
Best Before	Looted



Conflicting Currents

Weaponators are spread out over the arena, but the pickups supplied on each row are sparse, with a few spots carrying more than two at a time. The ramp located on one end of the arena is a perfect place to set up a killer attack run. It's easy to tag enemies while circling in and out of the ramp. The ramp also is a good place from which to fire most projectiles, targeting any foolish driver crossing the middle of the arena.

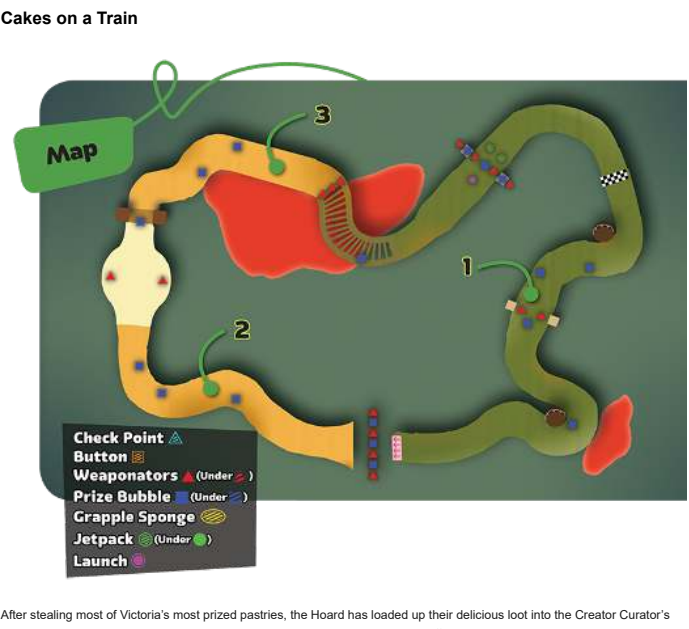
Shocking Prizes

Generating a plethora of treasures are the nine prize bubbles around the stage. Make a quick run around the outer wall of the plant to pick up a good majority of the prizes. The remaining prizes form another smaller circle around the big red button.

Note

LittleBigFlashback

Installed by the evil Negativatron, the Brainwave Machine originally enslaved the Laboratory's residents, drawing their precious brain juice to build and fuel the malevolent creature's mutated army. Our sack hero had to take a hair-raising journey down to the heart of the power plant to halt the Negativatron's baddie factory.



The Big Red Button

In this level, a keen driver who keeps tabs on the big red button in the middle of the arena can completely dominate the match. The red button activates every couple of seconds, glowing bright red to indicate it's ready. Run over and push the button to supercharge your kart.

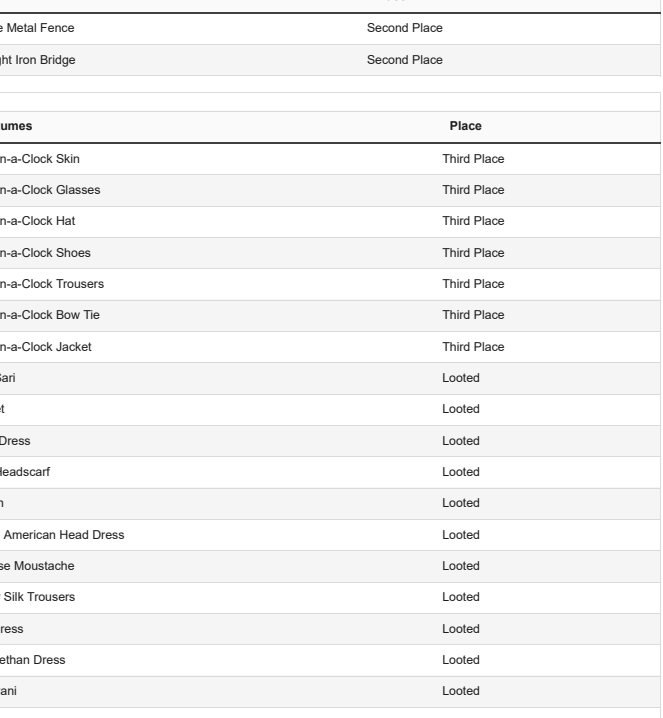
Like the shockwave, a supercharged kart is surrounded with long volts of electricity that destroys any kart in its radius. Other than the wider radius, the bolts also last a little longer than the standard shockwave. If your sack person manages to hit this game-changing button, track down and finish off as many enemies as possible until the juice runs out.

Caution

Electric Slide

Watch out for the bright blue currents circulating through the exposed circuitry around the arena. Direct contact with a current sends a powerful electric surge into your kart, exploding your sack person instantly.

Cakes on a Train



After stealing most of Victoria's most prized pastries, the Hoard has loaded up their delicious loot into the Creator Curator's very own train engines. Marking the once majestic locomotives with juvenile graffiti, the Hoard plan to make a clean getaway with both candy-coated trains with the land's treasured treats stowed inside. Realizing his steady snack supply is in jeopardy, self proclaimed Lord Vernon, The Lab Rat and The Chancellor of the Cakes has requested your sack person's assistance in its retrieval.

The Great Train Robbery

Behind the wheel of that speedy kart, drive through the roads surrounding Victoria's railways. The Hoard's kart gang patrols the roads to protect their stolen train and the tasty cargo it carries. Beat the Hoard in a race to stop this train heist once and for all.

The country roads surrounding the rail system have a few sharp corners, but are peppered with plenty of windy sections. Dispersed along the snaking curves and even stowed away on the train are 18 prize bubbles. Collect all the prizes on the way to victory.

Level Info

Level Type: Race

Total Prize Bubbles: 18

Clear Rewards:

- Cakes on a Train VS
- Future Perfect

Level Complete Gifts

Stickers	Place
Illuminated D	Third Place
Metalmatica Logo	Third Place
Magnum Opus Logo	Third Place
Wooden Da Vinci Logo	Third Place
Fancy Art Logo	Third Place
Vernon's Foot	Starred
Vernon's Left Hand	Starred
Vernon's Right Hand	Starred
Vernon Ear	Starred
Vernon Mouth	Starred
Vernon's Pink Stripes	Starred

Track	Place
Ornate Metal Fence	Second Place
Wrought Iron Bridge	Second Place

Costumes	Place
Sack-in-a-Clock Skin	Third Place
Sack-in-a-Clock Glasses	Third Place
Sack-in-a-Clock Hat	Third Place
Sack-in-a-Clock Shoes	Third Place
Sack-in-a-Clock Trousers	Third Place
Sack-in-a-Clock Bow Tie	Third Place
Sack-in-a-Clock Jacket	Third Place
Blue Sari	Looted
Bonnet	Looted
Head Dress	Looted
Blue Headscarf	Looted
Turban	Looted
Native American Head Dress	Looted
Chinese Moustache	Looted
Baggy Silk Trousers	Looted
Red Dress	Looted
Elizabethan Dress	Looted
Sherwani	Looted
Beard	Looted
Fur Hat	Looted
Long Gray Coat	Looted

Decorations	Place
Sackboy Coin	First Place
5 Coin	First Place
Dog Tag	First Place

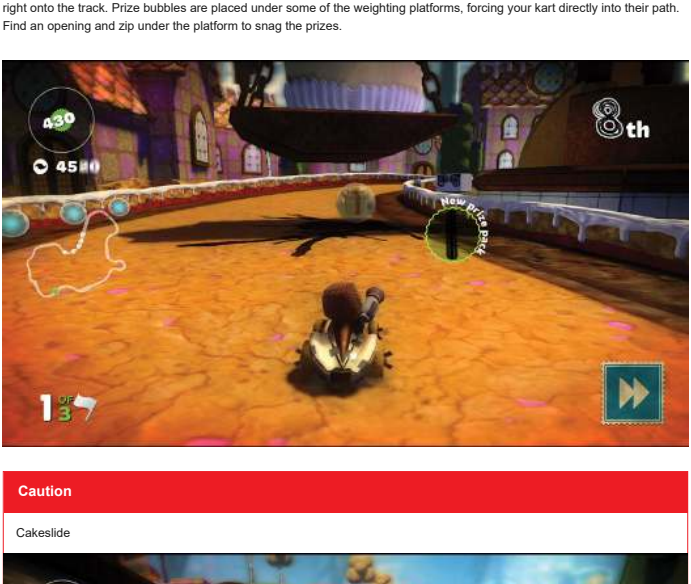
Kart	Place
Spare Change	First Place
Piggy	First Place
Steam Train	First Place
Hoard Tractor	Starred

Material	Place
Masonry Trim	Second Place
Geometric Grey	Second Place
Bumpy Concrete	Second Place
Brown & Cream Concrete	Second Place
Checked Concrete	Second Place
Wood - Walnut Glazed	Second Place

Note

LittleBigFlashback

When the Negativitron attacked Victoria's sugarcoated lands, she was ill prepared for the creature's overwhelming forces. The baker/scientist used her personal train to escape the Negativitron's initial onslaught, bumping into our sack hero in the process. Though the train was heavily damaged while returning Victoria and her champion, it served the Alliance well during those dire times.

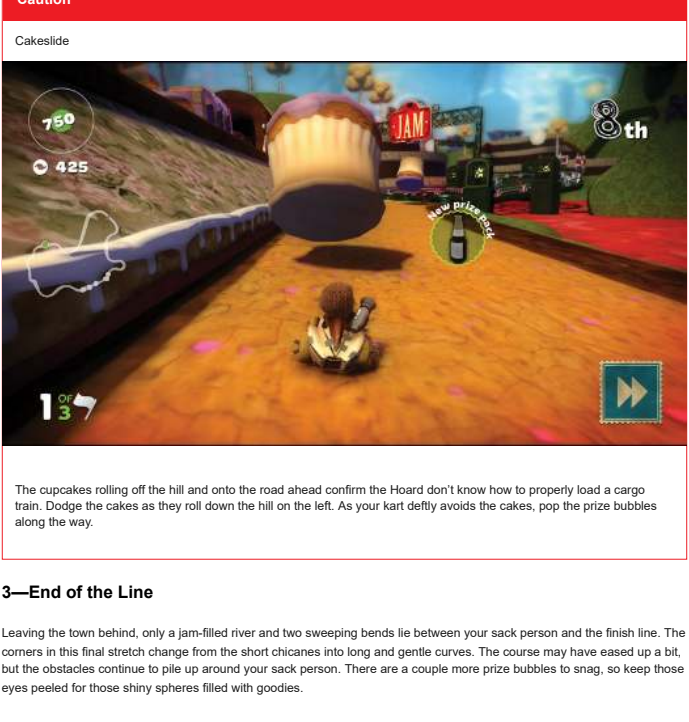


1—The Long and Winding Road

Coming off the starting line, the roads stick close to the railway, winding through the surrounding hills and valleys, until reaching the first rail crossing. Prize bubbles litter these windy roads, attached to the end of some score bubble strings. When your kart arrives at the train overpass, grab a weaponator as your kart drives under the bridge, and steer into the area behind center pillar to find the prize bubble hiding behind it. Ahead of the overpass is a whiplash-inducing hairpin. Veer into the right side of the turn to pick up the prize bubble in the middle of the turn.

Tip

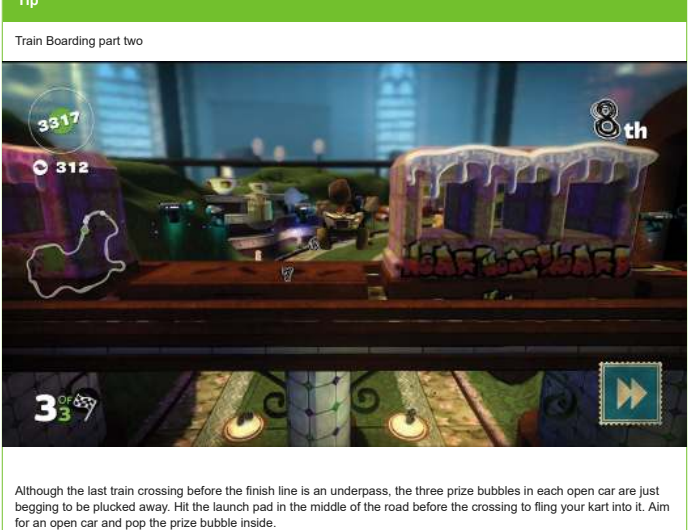
Train Boarding part one



A never-ending line of train cars passes through the rail crossing just beyond the ramp. Drive into the ramp and aim for an open car to move through. Each open car has some weaponators and a prize bubble loaded inside. There are three prizes to obtain at this crossing, one for each lap of the race.

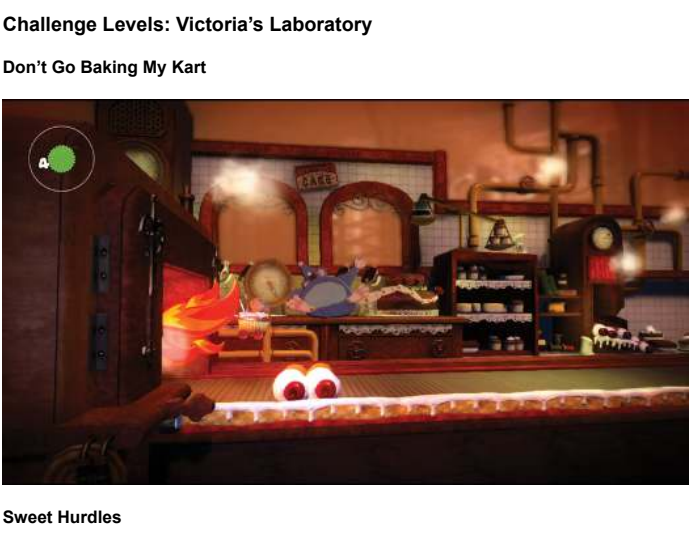
2—Tipping the Scales

Had enough of windy roads? That's too bad, cause there are more consecutive "s" curves to tackle as your sack person enters the gingerbread town ahead. Make the most out of this visit, gathering all the prize bubbles that sit on the streets. The large scales installed throughout the town are sure to measure your sack person's patience. Its large baked contents seesaw right onto the track. Prize bubbles are placed under some of the weighting platforms, forcing your kart directly into their path. Find an opening and zip under the platform to snag the prizes.



Caution

Cakeslide



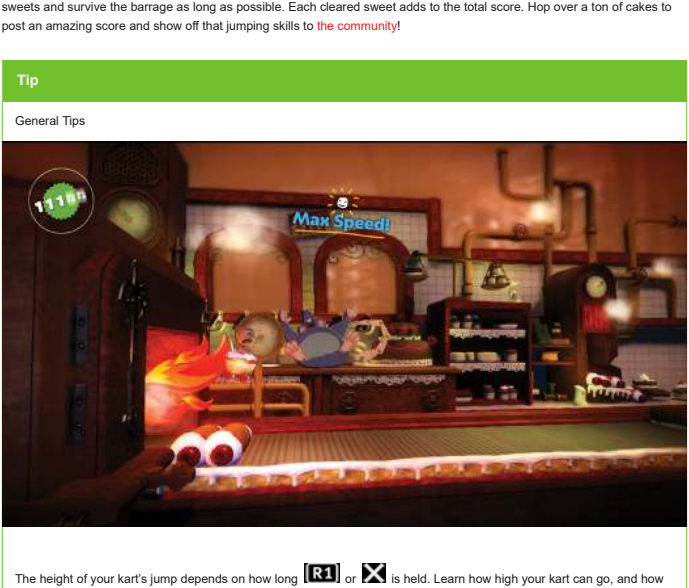
The cupcakes rolling off the hill and onto the road ahead confirm the Hoard don't know how to properly load a cargo train. Dodge the cakes as they roll down the hill on the left. As your kart deftly avoids the cakes, pop the prize bubbles along the way.

3—End of the Line

Leaving the town behind, only a jam-filled river and two sweeping bends lie between your sack person and the finish line. The corners in this final stretch change from the short chicanes into long and gentle curves. The course may have eased up a bit, but the obstacles continue to pile up around your sack person. There are a couple more prize bubbles to snag, so keep those eyes peeled for those shiny spheres filled with goodies.

Tip

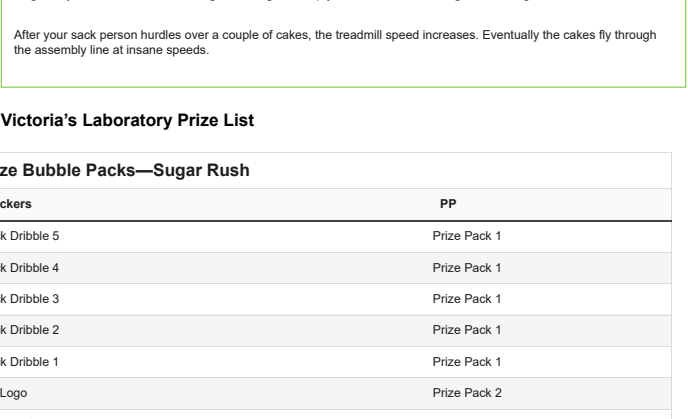
Train Boarding part two



Although the last train crossing before the finish line is an underpass, the three prize bubbles in each open car are just begging to be plucked away. Hit the launch pad in the middle of the road before the crossing to fling your kart into it. Aim for an open car and pop the prize bubble inside.

Challenge Levels: Victoria's Laboratory

Don't Go Baking My Kart



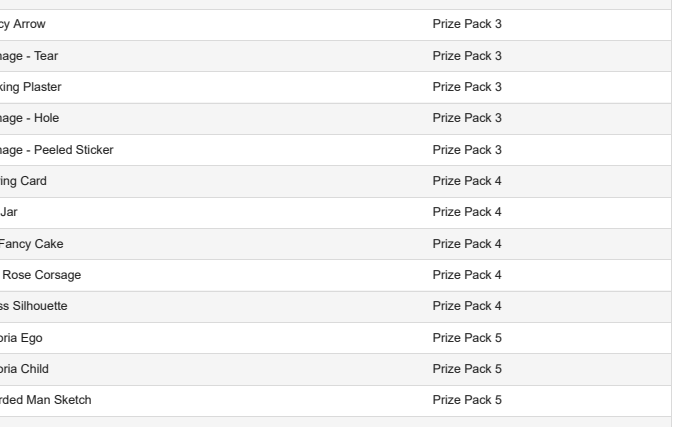
Sweet Hurdles

At the heart of Victoria's treat-producing laboratory is one of her greatest creations, the Cake-o-Matic. The auto baking apparatus spits out a constant stream of cakes and pastries. The always hungry, Lord Vernon, cranks up the production to unheard of speeds, causing the device to overload.

The lab rat has lost control of the device with our sack person caught in the production line. With a flaming oven behind your sack person, avoid the endless barrage of treats coming from the other side. Press ✕ or R1 to hop over the incoming sweets and survive the barrage as long as possible. Each cleared sweet adds to the total score. Hop over a ton of cakes to post an amazing score and show off that jumping skills to the community!

Tip

General Tips



The height of your kart's jump depends on how long R1 or ✕ is held. Learn how high your kart can go, and how long it stays in the air. Understanding the timing can help you survive this challenge a little longer.

After your sack person hurdles over a couple of cakes, the treadmill speed increases. Eventually the cakes fly through the assembly line at insane speeds.

Victoria's Laboratory Prize List

Prize Bubble Packs—Sugar Rush

Stickers	PP
Black Dribble 5	Prize Pack 1
Black Dribble 4	Prize Pack 1
Black Dribble 3	Prize Pack 1
Black Dribble 2	Prize Pack 1
Black Dribble 1	Prize Pack 1
Tea Logo	Prize Pack 2
Victorian Steam Logo	Prize Pack 2
Scones Logo	Prize Pack 2
Jam Logo	Prize Pack 2
Fruitcake Logo	Prize Pack 2
Boxing Poster	Prize Pack 2
Steampunk City Silhouette	Prize Pack 3
Fancy Arrow	Prize Pack 3
Damage - Tear	Prize Pack 3
Sticking Plaster	Prize Pack 3
Damage - Hole	Prize Pack 3
Damage - Peeled Sticker	Prize Pack 3
Playing Card	Prize Pack 4
Bell Jar	Prize Pack 4
Big Fancy Cake	Prize Pack 4
Red Rose Corsage	Prize Pack 4
Grass Silhouette	Prize Pack 4
Victoria Ego	Prize Pack 5
Victoria Child	Prize Pack 5
Bearded Man Sketch	Prize Pack 5
Charles Babbage	Prize Pack 5
Stitches	Prize Pack 5
Union Jack	Prize Pack 6
Victorian Swirls Motif	Prize Pack 6
Ammonite	Prize Pack 6
Oval Frame Sketch	Prize Pack 6
Victoria Symbol	Prize Pack 6
Lace Flower	Prize Pack 6
Lace Circle	Prize Pack 6
Paisley Motif 2	Prize Pack 7
Paisley Motif 1	Prize Pack 7
Corner Swirl Motif	Prize Pack 7
Dollhouse Roof Tile	Prize Pack 7
Black Flower Border	Prize Pack 7
Gorilla	Prize Pack 7

Decorations	PP
Picture Frame - Gentleman	Prize Pack 8
Picture Frame - Teapot Train	Prize Pack 8
Picture Frame - Lady	Prize Pack 8
Picture Frame - Anatomical Face	Prize Pack 8
Victoria's Cake House	Prize Pack 8
Doily Trim	Prize Pack 8
Meter Needle	Prize Pack 9
Icing Drips	Prize Pack 9
Steampunk Pipe	Prize Pack 9
Sugar Flower	Prize Pack 9
Valve Wheel	Prize Pack 9
Cookie	Prize Pack 10
Cream Swirl	Prize Pack 10
Cream Swirl & Cherry	Prize Pack 10
Cream Sprinkles	Prize Pack 10
Spinning Spiral	Prize Pack 10

Material	PP
Floral Wallpaper	Prize Pack 11
Floral Wallpaper - Blue Tint	Prize Pack 11
Floral Wallpaper - Pink Tint	Prize Pack 11
Chocolate Fountain	Prize Pack 11
Icing	Prize Pack 11
Jelly - Lime	Prize Pack 12
Jelly - Orange	Prize Pack 12
Jelly - Strawberry	Prize Pack 12
Broken Crockery	Prize Pack 12
Stained Glass	Prize Pack 12
Shiny Squares & Diamonds	Prize Pack 12

Objects	PP
Big Green Book	Prize Pack 13
Big Red Book	Prize Pack 13
Small Fat Book	Prize Pack 13
Antique Radio	Prize Pack 13
Tomato Sardine Can	Prize Pack 13
Antique Bottle	Prize Pack 13
Bobbin	Prize Pack 14
Chemistry Flask	Prize Pack 14
Purse	Prize Pack 14
Tea Cup	Prize Pack 14
Meter Gauge	Prize Pack 14
Old Pipe	Prize Pack 14
Old Bent Pipe	Prize Pack 14
Swirl Wrought Iron	Prize Pack 15
Spike Wrought Iron	Prize Pack 15
Tricycle Wheel	Prize Pack 15
Cotton Reel	Prize Pack 15
Cherry	Prize Pack 16
Chocolate Cupcake	Prize Pack 16
Fancy French Chocolate 1	Prize Pack 16
Fancy French Chocolate 2	Prize Pack 16
Chocolate Gateau 1	Prize Pack 16
Chocolate Gateau 2	Prize Pack 17
Fancy French Vanilla	Prize Pack 17
Wafer	Prize Pack 17
Lollipop	Prize Pack 17
Straw Pink	Prize Pack 17
Birthday Candle	Prize Pack 17
Cookie Tree	Prize Pack 18
Doilie Tree 1	Prize Pack 18
Doilie Tree 2	Prize Pack 18
Antique Light Bulb	Prize Pack 18
LED Small	Prize Pack 18
Antique Tube Light	Prize Pack 18

Audio	PP
Comic Effect' Stinger	Prize Pack 19
'Too Many Tea Cakes'	Prize Pack 19
'Shooby Shooby Do Yah!'	Prize Pack 19
Mechanisms	Prize Pack 19

Prize Bubble Prize Packs—Current Events

Stickers	PP
Victorian Top Hat	Prize Pack 1
Silver Spoon	Prize Pack 1
Sewing Machine	Prize Pack 1
Penny Farthing	Prize Pack 1
Kettle Lady	Prize Pack 1
Blue Kettle	Prize Pack 2
Glass Cake Stand	Prize Pack 2
French Horn	Prize Pack 2
Victorian Lady's Boot	Prize Pack 2
Anemone - White	Prize Pack 2
Tree Motif 2	Prize Pack 3
Skull Upper	Prize Pack 3
Skull Jawbone	Prize Pack 3
Anatomical Head	Prize Pack 3
Chalk Lightning	Prize Pack 3

Decorations	PP
Straight Copper Pipe	Prize Pack 4
Bent Copper Pipe	Prize Pack 4
Sackbot Arm	Prize Pack 4
Sackbot Head	Prize Pack 4
Sackbot Leg	Prize Pack 4

Material	PP
Circuit Board	Prize Pack 5
Tools Pattern - Black	Prize Pack 5
Tools Pattern - Grey	Prize Pack 5
White Plastic - Bevel	Prize Pack 5
Diamond Lattice	Prize Pack 5
Metal Cage	Prize Pack 6
Brown Rusty Metal	Prize Pack 6
Velvet	Prize Pack 6
Light Brass 1	Prize Pack 6
Green Metal	Prize Pack 6

Objects	PP
Small Battery	Prize Pack 7
Cog 12 Teeth	Prize Pack 7
Cog 18 Teeth	Prize Pack 7
Cog 24 Teeth	Prize Pack 7
Cog 36 Teeth	Prize Pack 7
Chain	Prize Pack 8
Pinball	Prize Pack 8
Exhaust Pipe	Prize Pack 8
Vacuum Tube	Prize Pack 8
Cotton Bud White	Prize Pack 8

Audio	PP
Electric	Prize Pack 9
Victoria's Lab (Rework)'	Prize Pack 9

Prize Bubble Prize Packs—Cakes on a Train

Stickers	PP
Tree Motif 1	Prize Pack 1
Thistle	Prize Pack 1
Stem Motif	Prize Pack 1
Flower Motif 3	Prize Pack 1
Flower Motif 2	Prize Pack 1
Flower Motif 1	Prize Pack 1
Blue Fern	Prize Pack 1
Green Fern	Prize Pack 1
Purple Fern	Prize Pack 1
Stag Beetle	Prize Pack 2
Rodent Skeleton	Prize Pack 2
Red Admiral Wing	Prize Pack 2
Rat Sketch	Prize Pack 2
Mutant Thing	Prize Pack 2
Millipede	Prize Pack 3
Stag Head with Antler	Prize Pack 3
Trilobyte	Prize Pack 3
Decorative Bug Motif	Prize Pack 3
Bird Motif	Prize Pack 3
Stag Head	Prize Pack 4
Stag Body	Prize Pack 4
Stag Antler	Prize Pack 4
Peacock	Prize Pack 4
Moth	Prize Pack 4
Townhouse Window	Prize Pack 5
Fence Motif	Prize Pack 5
Dollhouse Window 2	Prize Pack 5
Dollhouse Window 1	Prize Pack 5
Dollhouse Door	Prize Pack 5
Curved Window	Prize Pack 5
Iron Cakestand	Prize Pack 5
Column Skirt	Prize Pack 6
Victorian Man's Torso	Prize Pack 6
Military Man's Arm	Prize Pack 6
Military Man's Torso	Prize Pack 6
Victorian Lady's Arm	Prize Pack 6
Victorian Lady's Bustle Skirt	Prize Pack 6
Victorian Lady's	
Torso & Head	Prize Pack 6
Victorian Girl Head	Prize Pack 7
Victorian Man's Arm	Prize Pack 7
Grasping Hand	Prize Pack 7
Victorian Girl Body	Prize Pack 7
Rabid Hound Battenberg	Prize Pack 7
Ruffian King Panettone	Prize Pack 7
Lady's Shoulders	Prize Pack 7
Swagged Skirt	Prize Pack 7
Sideburns	Prize Pack 8
Male Bust	Prize Pack 8
Blank Face & Dark Hair	Prize Pack 8
Pompadour Head	Prize Pack 8
Pink Drippy Smile	Prize Pack 8
Pale Pink Lips	Prize Pack 9
Head Outline & Ruff	Prize Pack 9
Pink Hair & Flower	Prize Pack 9
Green-Shaded Eye	Prize Pack 9
Monochrome Scales	Prize Pack 10
Spiral Motif	Prize Pack 10
Water Motif	Prize Pack 10
Paint Splodge - Terracotta	Prize Pack 10
Paint Splodge - Purple	Prize Pack 10

Decorations	PP
Biscuit Wafer	Prize Pack 11
Round Doily	Prize Pack 11
Doily Tree	Prize Pack 11
Porthole Window	Prize Pack 11
Red Rose	Prize Pack 11
Bolt	Prize Pack 12
C Pipe	Prize Pack 12
Pipe	Prize Pack 12
Y Pipe	Prize Pack 12
Electrical Filament	Prize Pack 12

Material	PP
Black & Gold Leaves	Prize Pack 13
Tin Foil 1	Prize Pack 13
Dark Beaten Copper	Prize Pack 13
Dark Brass	Prize Pack 13
Light Brass 2	Prize Pack 13
Coco Wood	Prize Pack 14
Rock Cake	Prize Pack 14
Brown Wood	Prize Pack 14
Battenberg	Prize Pack 14
Cookies	Prize Pack 14

Objects	PP
Fuzzy Purple Ball	Prize Pack 15
Perfume Bottle	Prize Pack 15
Tap	Prize Pack 15
Plug	Prize Pack 15
Thick Straw	Prize Pack 15
Stiletto	Prize Pack 16
Female Doll	Prize Pack 16
Little Doll	Prize Pack 16
Baby Doll	Prize Pack 16
Clock	Prize Pack 16
Wheel	Prize Pack 16
Large Bottle	Prize Pack 17
Bottle Cork	Prize Pack 17
Spherical LED Light	Prize Pack 17
Garden Rock 1	Prize Pack 17
Garden Rock 2	Prize Pack 17

Audio	PP
Transport	Prize Pack 18
Hava Nagila'	Prize Pack 18
Glorious Cakes' Stinger	Prize Pack 18

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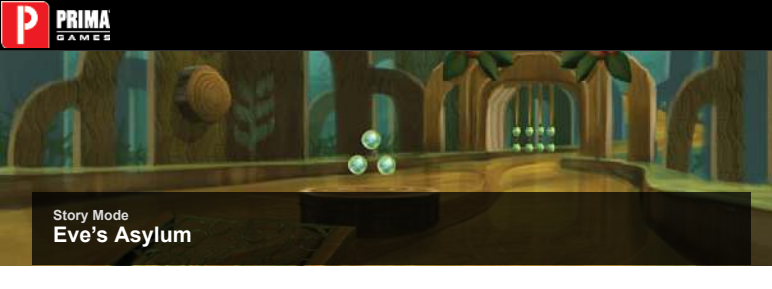


Story Mode

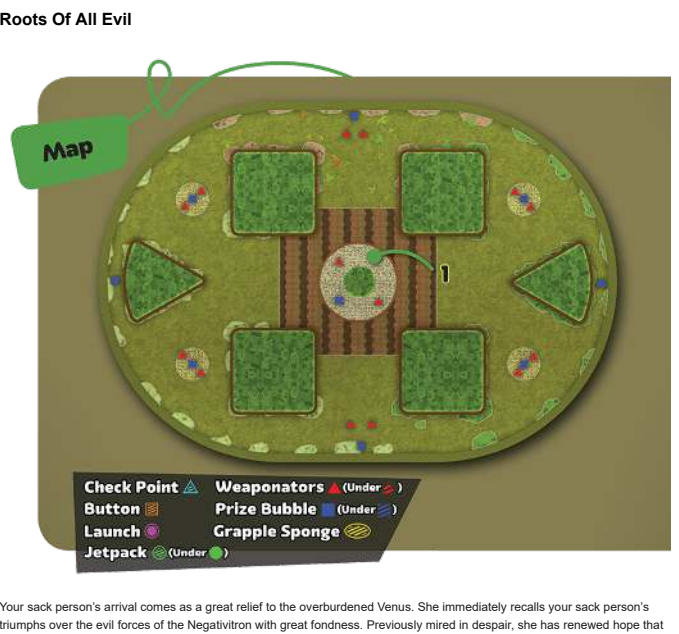
Eve's Asylum

Eve's Asylum
Venus the Flytrap

The Hoard have continued their marathon rally of plunder on past the Progress Emporium and into the untamed wilds of Eve's Asylum. Its Creator Curator, Venus the Flytrap, has lived here in the rainforest for all her life since she was a wee little seedling not much bigger than your sack person.

As guardian of this verdant and lush land, Venus takes great care and pride in protecting the sanctity of life. Unfortunately, the Hoard have no such principles. They've been wildly taking their karts off-road and trashing the delicate balance of the ecosystem. She's powerless to stop them as she's far too large to fit in a kart and is desperate for help…it's a good thing your sack person's here!

Roots Of All Evil



Your sack person's arrival comes as a great relief to the overburdened Venus. She immediately recalls your sack person's triumphs over the evil forces of the Negativitron with great fondness. Previously mired in despair, she has renewed hope that if anyone can stop the Hoard, it's your diligent sack person.

Still, she is filled with concern over visions she has been having of a terrible event that's about to occur. Unfortunately, she's unable to go into any more detail due to a bout of short-term memory loss. There's little time to dwell on this, though, as the Hoard are already polluting the area with their bad attitudes. Ready up your kart's weaponators because it's time to battle!

Level Info

Level Type: Battle

Total Prize Bubbles: 9

Clear Rewards:

- Root of All Evil VS
- Firebug Circuit

Level Complete Gifts

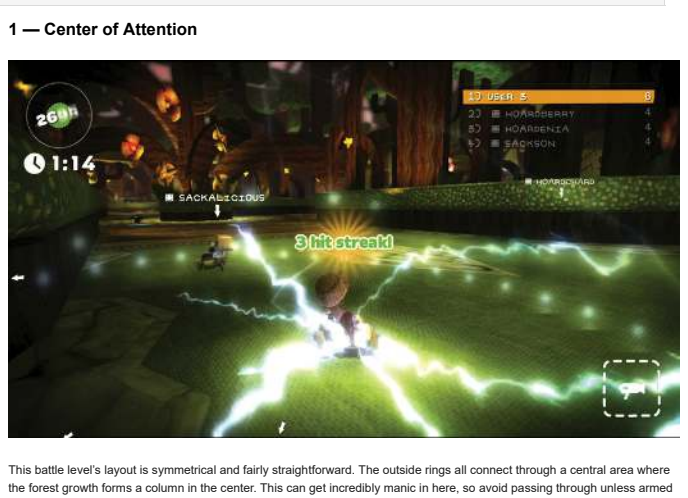
Stickers	Place
Funny Mouse	First Place
Rhino Head	First Place
Smudged Fingerprint	First Place
Dark Fingerprint	First Place
Partial Fingerprint	First Place
Cell 2	Second Place
Cell 1	Second Place
Window Doodle	Second Place
White House	Second Place
Eve House	Second Place
Flying Duck - Small	Second Place
Rooster	Third Place
Marmalade Cat Body	Third Place
Marmalade Cat Tail	Third Place
Marmalade Cat Leg	Third Place
Marmalade Cat Head	Third Place

Costumes	Place
Vincent Skin	Third Place
Vincent Hat	Third Place
Vincent Flower	Third Place
Vincent Leg Vines	Third Place
Vincent Leaf Jacket	Third Place
Spiked Wristbands	Third Place
Meow!	Looted
Hard to Find	Looted
Zebra	Looted
Cats Eyes	Looted
Lion's Mane	Looted
Moose Hat, Eh?	Looted
Piranha Mask	Looted
Antlers	Looted
Chicken Beak	Looted
Cute Lion Ears	Looted
Panda Suit	Looted

Kart	Place
Acorn	First Place
Log	First Place
Truck 4	First Place
High Fidelity	Starred
Ear Buds	Starred
Halogen Bulb	Starred
Pull Tab	Starred
Thumb Screw	Starred

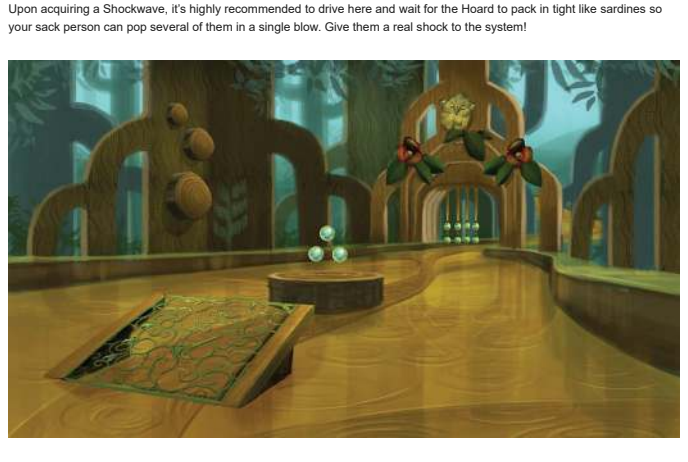
Track	Place
Golden Fence	Second Place
Timber Trail	Second Place

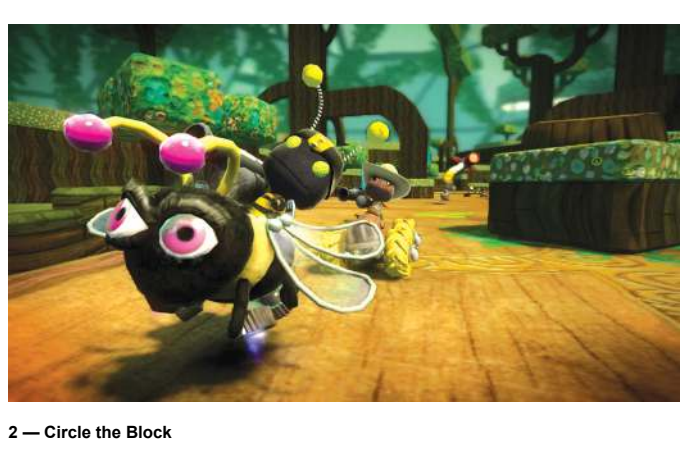
1 — Center of Attention



This battle level's layout is symmetrical and fairly straightforward. The outside rings all connect through a central area where the forest growth forms a column in the center. This can get incredibly manic in here, so avoid passing through unless armed with a weaponator of your own.

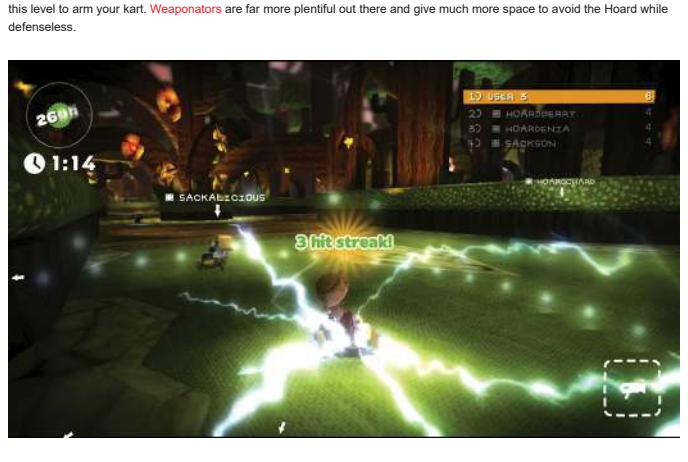
As the level's most heavily trafficked area, this is an ideal area to place any Mines you acquire from the weaponator pick-ups. Upon acquiring a Shockwave, it's highly recommended to drive here and wait for the Hoard to pack in tight like sardines so your sack person can pop several of them in a single blow. Give them a real shock to the system!

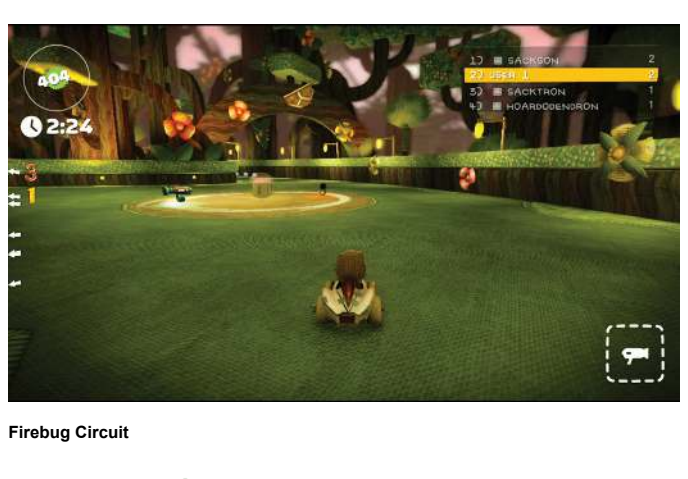




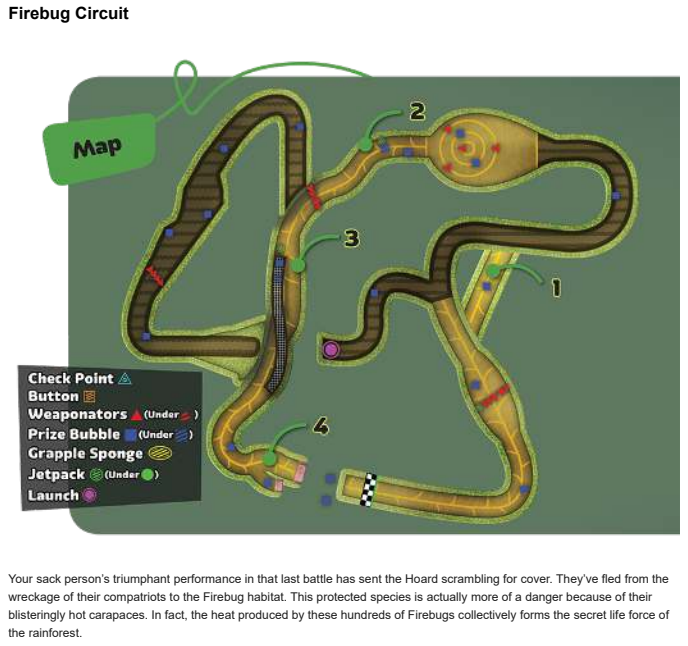
2 — Circle the Block

Don't put your sack person at risk by banking on the central area for your weaponators. Instead, circle the outside routes of this level to arm your kart. Weaponators are far more plentiful out there and give much more space to avoid the Hoard while defenseless.





Firebug Circuit



Your sack person's triumphant performance in that last battle has sent the Hoard scrambling for cover. They've fled from the wreckage of their compatriots to the Firebug habitat. This protected species is actually more of a danger because of their blisteringly hot carapaces. In fact, the heat produced by these hundreds of Firebugs collectively forms the secret life force of the rainforest.

It seems the Hoard hopes the scorching-hot insects will scare off your sack person. Hah! Trying to turn the heat up on your sack person? Little do they know that firebugs don't scare your sack person…but moths do. Have you ever seen what they can do to wool? Talk about terrifying!

Don't Get Burned

Your sack person may not be afraid, but fear and caution are two different things. Be careful when driving past the constantly moving Firebugs throughout the race. A single touch is sure to burst your sack person into flames.

Level Info

Level Type: Race

Total Prize Bubbles: 20

Clear Prize:

- On the Wormpath
- Venus Speedtrap RC
- Firebug Circuit VS

Level Complete Gifts

Stickers	Place
Hooded Head	Third Place
Lady with Apple Painting	Third Place
Big Ear	Third Place
Brain Outline	Third Place
Rhino Leg	Third Place

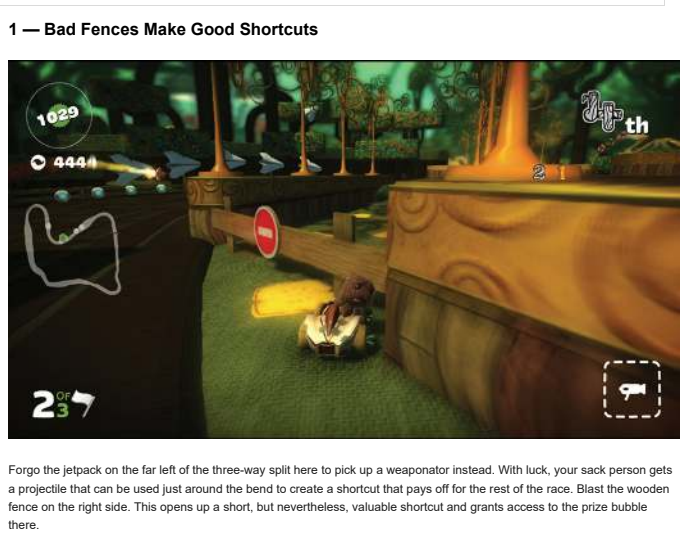
Material	Place
Eve's Green	First Place
Dirty Carpet	First Place
Dirty Denim	First Place
Brown Felt	First Place
Garden Blue Fabric	First Place
Savannah Dirt	First Place

Costumes	Place
Blue Camo	Second Place
Brown Camo	Second Place
Green Camo	Second Place
Gray Camo	Second Place
Green Damask	Second Place
Red Flowers	Second Place
Viola Skin	Third Place
Viola Hat	Third Place
Viola Shoes	Third Place
Viola Shorts	Third Place
Viola Wings	Third Place
Viola Top	Third Place
Berrie Hat	Looted
Berrie Skin	Looted
Gold Leaf	Looted
Verdant	Looted
Tree	Looted
Waterlily Eyes	Looted
Waterlily Hair	Looted
Waterlily Shoes	Looted
Leaf Wings	Looted
Berrie Dress	Looted
Waterlily Dress	Looted
Waterlily Wings	Looted
Memo Pad	Looted
Flower Moustache	Looted

Kart	Place
Dark Wood	First Place
Flower Pot	First Place
Toy Squeak	First Place
Hoard Tow Truck	Starred

Track	Place
Grass-Top Fence	Second Place
Forest Pathway	Second Place
Tree Swirly Bridge	Second Place

1 — Bad Fences Make Good Shortcuts



Forgo the jetpack on the far left of the three-way split here to pick up a weaponator instead. With luck, your sack person gets a projectile that can be used just around the bend to create a shortcut that pays off for the rest of the race. Blast the wooden fence on the right side. This opens up a short, but nevertheless, valuable shortcut and grants access to the prize bubble there.

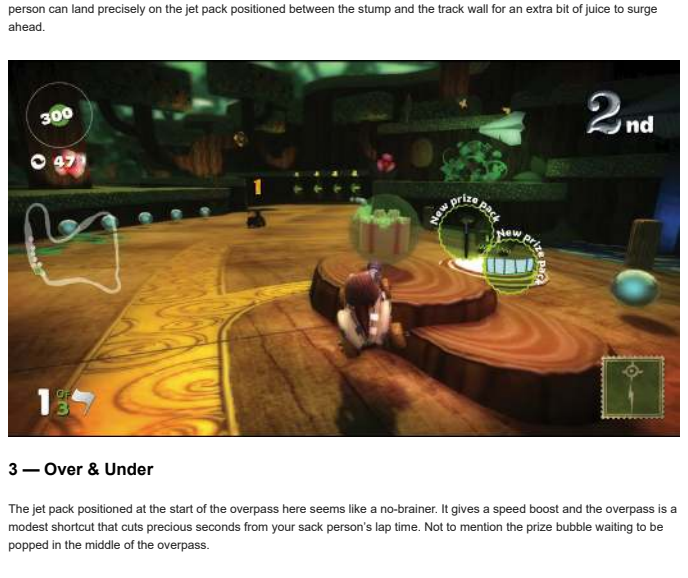
Caution

Short-Cuts Both Ways

Keep in mind that once this passage is open, any old driver can use it. That means there's a good chance at least some of the competition will seize upon this opportunity themselves. Once this shortcut is in play, your sack person had better use it every lap or risk giving an unnecessary advantage to the Hoard.

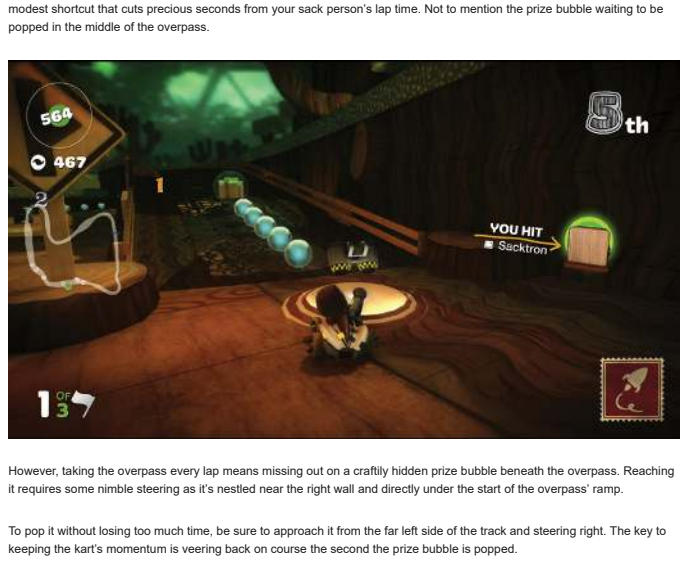
2 — Jump the Stump

There's a deviously-placed prize bubble floating low to the ground yet just out of reach above a wooden stump on the right side of the track. Your sack person needs to be racing at top speed to have enough momentum that tapping R1 to hop allows the kart to clear the stump and pop the bubble. Be sure to approach the stump from slightly to the left so your sack person can land precisely on the jet pack positioned between the stump and the track wall for an extra bit of juice to surge ahead.



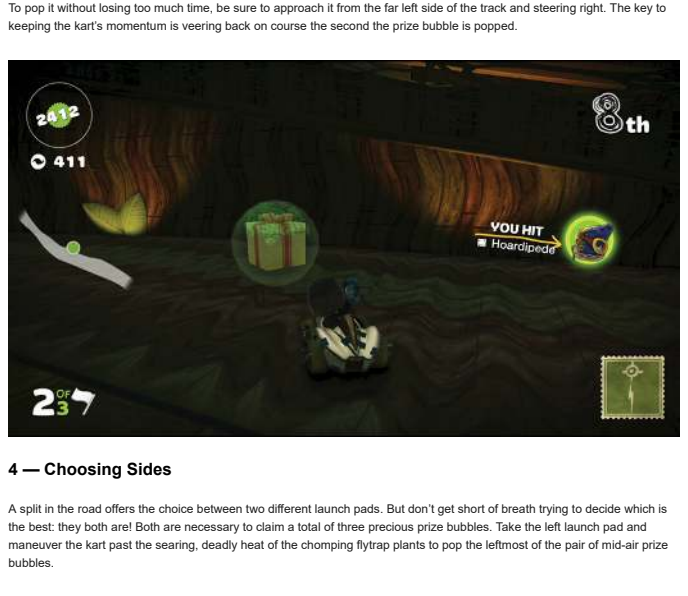
3 — Over & Under

The jet pack positioned at the start of the overpass here seems like a no-brainer. It gives a speed boost and the overpass is a modest shortcut that cuts precious seconds from your sack person's lap time. Not to mention the prize bubble waiting to be popped in the middle of the overpass.



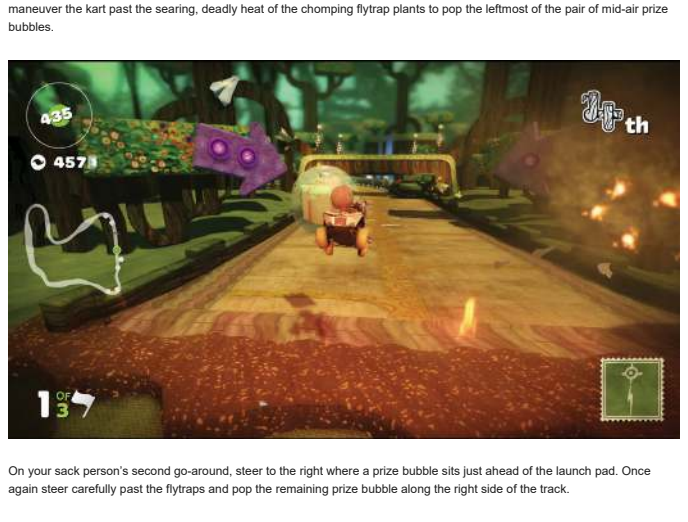
However, taking the overpass every lap means missing out on a craftily hidden prize bubble beneath the overpass. Reaching it requires some nimble steering as it's nestled near the right wall and directly under the start of the overpass' ramp.

To pop it without losing too much time, be sure to approach it from the far left side of the track and steering right. The key to keeping the kart's momentum is veering back on course the second the prize bubble is popped.

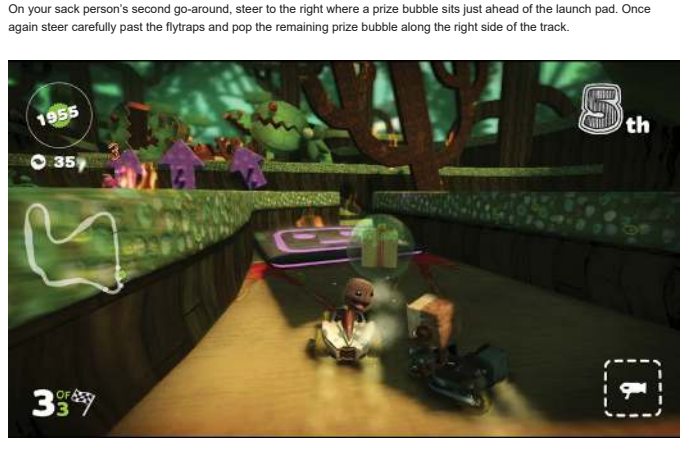


4 — Choosing Sides

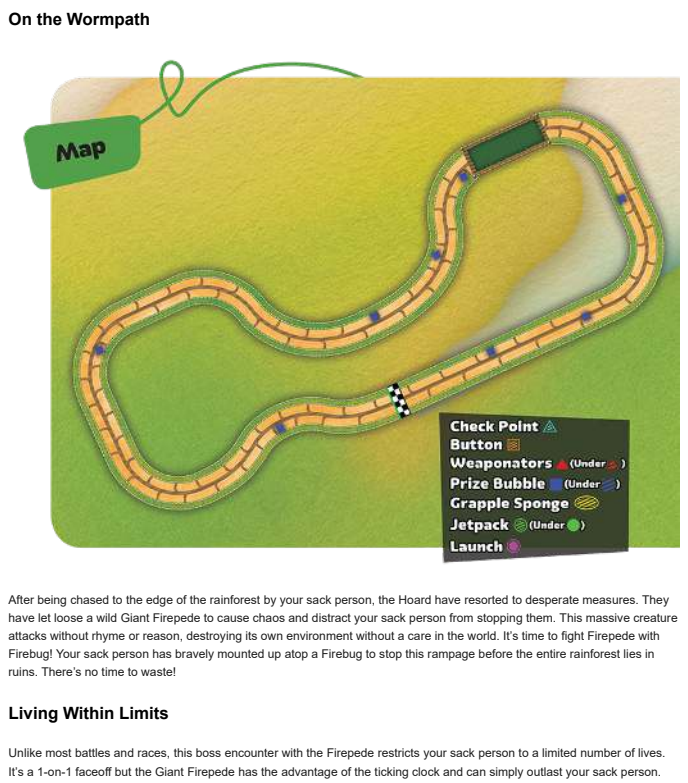
A split in the road offers the choice between two different launch pads. But don't get short of breath trying to decide which is the best: they both are! Both are necessary to claim a total of three precious prize bubbles. Take the left launch pad and maneuver the kart past the searing, deadly heat of the chomping flytrap plants to pop the leftmost of the pair of mid-air prize bubbles.



On your sack person's second go-around, steer to the right where a prize bubble sits just ahead of the launch pad. Once again steer carefully past the flytraps and pop the remaining prize bubble along the right side of the track.



On the Wormpath



After being chased to the edge of the rainforest by your sack person, the Hoard have resorted to desperate measures. They have let loose a wild Giant Firepede to cause chaos and distract your sack person from stopping them. This massive creature attacks without rhyme or reason, destroying its own environment without a care in the world. It's time to fight Firepede with Firebug! Your sack person has bravely mounted up atop a Firebug to stop this rampage before the entire rainforest lies in ruins. There's no time to waste!

Living Within Limits

Unlike most battles and races, this boss encounter with the Firepede restricts your sack person to a limited number of lives. It's a 1-on-1 faceoff but the Giant Firepede has the advantage of the ticking clock and can simply outlast your sack person. The key is to know when to be aggressive and when to back down.

Level Info

Level Type: Boss

Total Prize Bubbles: 20

Clear Rewards:

- 2.0 Bee Or Not 2.0 Bee
- On the Wormpath VS

Level Complete Gifts

Stickers	Place
Venus's Pink Sleeve	Second Place
Venus's Eye	Second Place
Venus's Hat	Second Place
Venus's Lips	Second Place
Venus's Watering Can	Second Place
Firebug Sticker	Second Place
Firebug Boss Sticker	Second Place
Cardboard Tank Sticker	Second Place

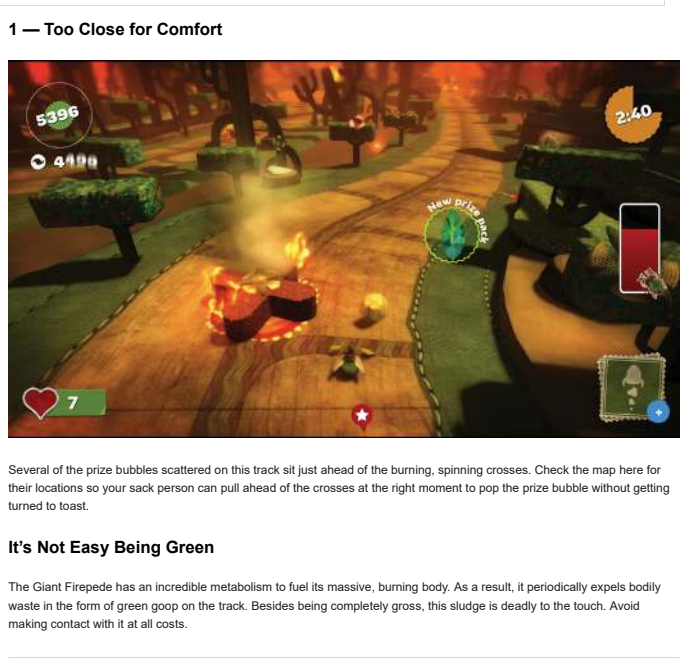
Decorations	Place
Recycled Box	Third Place
Garbage Can	Third Place
Paint Can - Blue	Third Place
LBP Times	Third Place
Starfish	Third Place

Costumes	Place
Blue Circles Denim	First Place
Green Checked	First Place
Wallpaper	First Place
Brown Felt	First Place
Quilted for Comfort	First Place
Straw Hat	First Place
Rotten Teeth	First Place
Straw	First Place
Alvin Skin	Third Place
Alvin Hair	Third Place
Alvin Teeth	Third Place
Alvin Jumpsuit	Third Place
Dinosaur Tail	Looted
Angel Halo	Looted
Red Horns	Looted
Scary Fangs	Looted
Devil Trousers	Looted
Mermaid Tail	Looted
Devil Tail	Looted
Tentacles	Looted

Kart	Place
Match Racer	First Place
Fire Hazard	First Place
Battery	First Place
Fungi	Second Place
Pencil Sharpener	Second Place
Sticky Seat	Second Place
Sushi	Second Place
Egg	Second Place
Hoard Roller	Starred

Track	Place
Log Fence	Second Place
Gold Fence	Second Place
Forest Drive	Second Place

1 — Too Close for Comfort



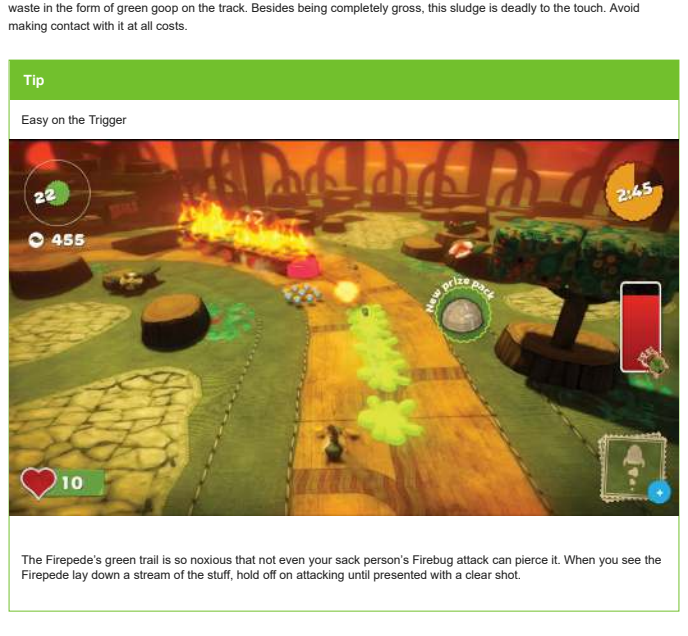
Several of the prize bubbles scattered on this track sit just ahead of the burning, spinning crosses. Check the map here for their locations so your sack person can pull ahead of the crosses at the right moment to pop the prize bubble without getting turned to toast.

It's Not Easy Being Green

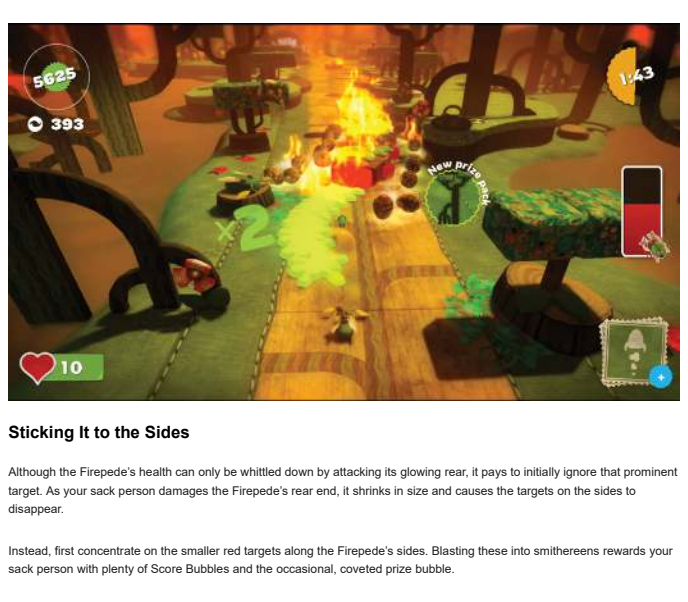
The Giant Firepede has an incredible metabolism to fuel its massive, burning body. As a result, it periodically expels bodily waste in the form of green goop on the track. Besides being completely gross, this sludge is deadly to the touch. Avoid making contact with it at all costs.

Tip

Easy on the Trigger



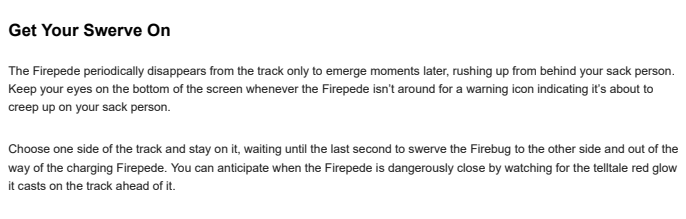
The Firepede's green trail is so noxious that not even your sack person's Firebug attack can pierce it. When you see the Firepede lay down a stream of the stuff, hold off on attacking until presented with a clear shot.



Sticking It to the Sides

Although the Firepede's health can only be whittled down by attacking its glowing rear, it pays to initially ignore that prominent target. As your sack person damages the Firepede's rear end, it shrinks in size and causes the targets on the sides to disappear.

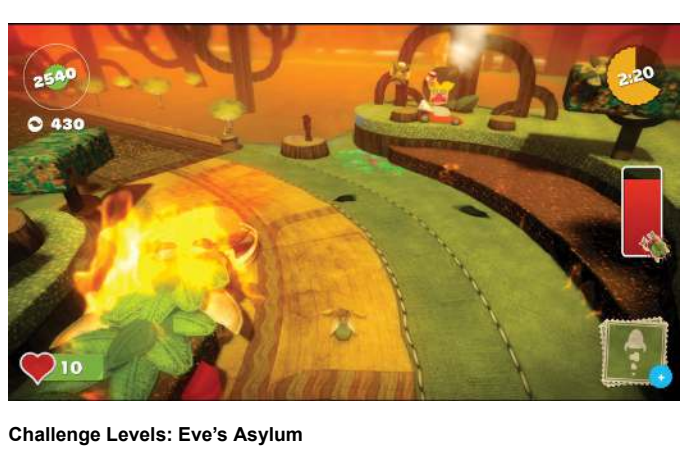
Instead, first concentrate on the smaller red targets along the Firepede's sides. Blasting these into smithereens rewards your sack person with plenty of Score Bubbles and the occasional, coveted prize bubble.

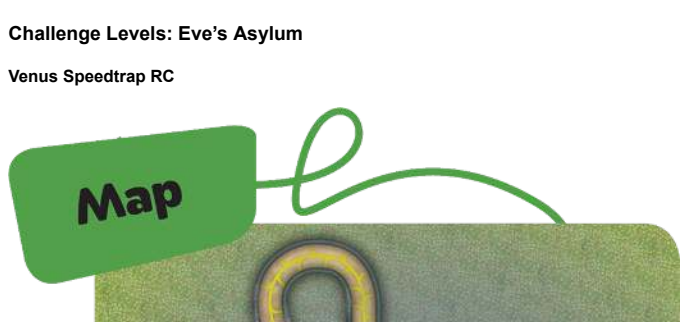


Get Your Swerve On

The Firepede periodically disappears from the track only to emerge moments later, rushing up from behind your sack person. Keep your eyes on the bottom of the screen whenever the Firepede isn't around for a warning icon indicating it's about to creep up on your sack person.

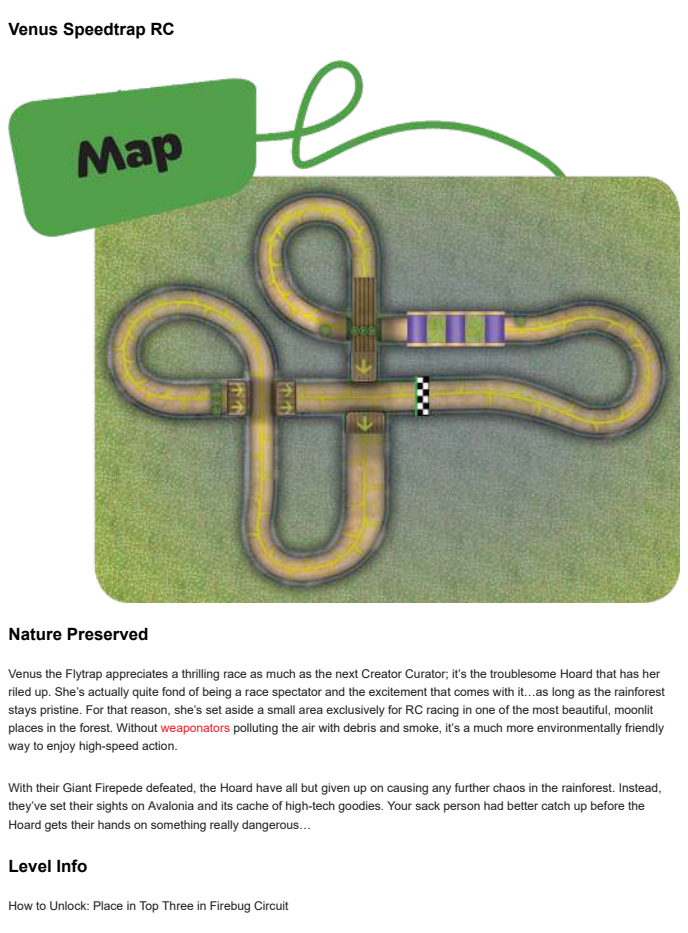
Choose one side of the track and stay on it, waiting until the last second to swerve the Firebug to the other side and out of the way of the charging Firepede. You can anticipate when the Firepede is dangerously close by watching for the telltale red glow it casts on the track ahead of it.





Challenge Levels: Eve's Asylum

Venus Speedtrap RC



Nature Preserved

Venus the Flytrap appreciates a thrilling race as much as the next Creator Curator; it's the troublesome Hoard that has her riled up. She's actually quite fond of being a race spectator and the excitement that comes with it…as long as the rainforest stays pristine. For that reason, she's set aside a small area exclusively for RC racing in one of the most beautiful, moonlit places in the forest. Without weaponators polluting the air with debris and smoke, it's a much more environmentally friendly way to enjoy high-speed action.

With their Giant Firepede defeated, the Hoard have all but given up on causing any further chaos in the rainforest. Instead, they've set their sights on Avalonia and its cache of high-tech goodies. Your sack person had better catch up before the Hoard gets their hands on something really dangerous….

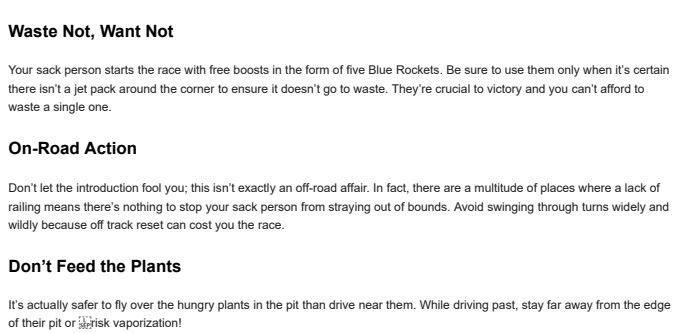
Level Info

How to Unlock: Place in Top Three in Firebug Circuit

Note

Model Rockets

The Blue Rockets your sack person starts with aren't quite what you might be used to. While providing a boost, they do not let you stun the other drivers.



Waste Not, Want Not

Your sack person starts the race with free boosts in the form of five Blue Rockets. Be sure to use them only when it's certain there isn't a jet pack around the corner to ensure it doesn't go to waste. They're crucial to victory and you can't afford to waste a single one.

On-Road Action

Don't let the introduction fool you; this isn't exactly an off-road affair. In fact, there are a multitude of places where a lack of railing means there's nothing to stop your sack person from straying out of bounds. Avoid swinging through turns widely and wildly because off track reset can cost you the race.

Don't Feed the Plants

It's actually safer to fly over the hungry plants in the pit than drive near them. While driving past, stay far away from the edge of their pit or risk vaporization!

Eve's Asylum Prize List

Prize Bubble Prize Packs—Roots Of All Evil

Stickers	PP
Yellow Sun Doodle	Prize Pack 1
Stick Face Doodle	Prize Pack 1
Stick Body Doodle	Prize Pack 1
Tally Mark	Prize Pack 1
Impressionist Motif 3	Prize Pack 1
Simple Cloud	Prize Pack 2
Fluorescent Green Arrow	Prize Pack 2
Maple Leaf	Prize Pack 2
Eyeball Doodle	Prize Pack 2
Impressionist Motif 2	Prize Pack 2
Fingerprint - Blue	Prize Pack 3
Lightning Outline	Prize Pack 3
Green Cellular Ball	Prize Pack 3
Chalk Wavy Line	Prize Pack 3
Chalk Zig-Zag	Prize Pack 3

Decorations	PP
Golden Apple Stem	Prize Pack 4
Paper Ear	Prize Pack 4
Fabric Flower - Green/Gold	Prize Pack 4
Paper Plane	Prize Pack 4
Golden Curly Tree	Prize Pack 4

Material	PP
Fur - Orange	Prize Pack 5
Fur - White	Prize Pack 5
Fur - Black	Prize Pack 5
Fur - Brown	Prize Pack 5
Veins & Vessels - Dark	Prize Pack 5
Veins & Vessels - Light	Prize Pack 6
Green Check Denim	Prize Pack 6
Hessian Fabric	Prize Pack 6
Green Fabric	Prize Pack 6
Textured Grey	Prize Pack 6

Objects	PP
Flower Lamp	Prize Pack 7
Painted Tree 1	Prize Pack 7
Painted Tree 2	Prize Pack 7
Painted Tree Tall 1	Prize Pack 7
Overpass	Prize Pack 7
Pencil	Prize Pack 8
Golden Stand	Prize Pack 8

Audio	PP
Swoosh	Prize Pack 9
Eve's Asylum (Rework)'	Prize Pack 9

Prize Bubble Prize Packs—Firebug Circuit

Stickers	PP
Robin Hood Head	Prize Pack 1
Woman's Head	Prize Pack 1
T-Bone Steak	Prize Pack 1
Red Lung	Prize Pack 1
Cell 4	Prize Pack 1
Impressionist Motif 5	Prize Pack 2
Pretty Pink Heart	Prize Pack 2
Eye Shape	Prize Pack 2
Impressionist Motif 1	Prize Pack 2
Eve Doodle	Prize Pack 3
Paint Square - Green	Prize Pack 3
Square - Green	Prize Pack 3
Red Beard Sketch	Prize Pack 3
Bearded Head	Prize Pack 3
Impressionist Motif 6	Prize Pack 4
Asterisk	Prize Pack 4
Anchor	Prize Pack 4
Green-Blue Triangle	Prize Pack 4
Colorful Tortoiseshell Motif	Prize Pack 4
Pink Rosette	Prize Pack 5
Black Exclamation Mark	Prize Pack 5
Paint Splat - Blue	Prize Pack 5
Red Apple	Prize Pack 5
Big Teeth Doodle	Prize Pack 6
Red Lips Doodle	Prize Pack 6
Pink Mouth Doodle	Prize Pack 6
Single Antler Sketch	Prize Pack 6
Bright Green Eye	Prize Pack 6
Golden Hair	Prize Pack 7
Our Daisy	Prize Pack 7
Cute Face Doodle	Prize Pack 7
Eve Child	Prize Pack 7
Yellow Hand	Prize Pack 7
Golden Apple	Prize Pack 8
Twig	Prize Pack 8
Tree Motif 3	Prize Pack 8
Impressionist Flower	Prize Pack 8
Pinecone	Prize Pack 8
Photographic Pear	Prize Pack 9
Muscle Petal 2	Prize Pack 9
Muscle Petal 1	Prize Pack 9
Green Bush Doodle	Prize Pack 9
Creeper	Prize Pack 10
Photographic Apple	Prize Pack 10
Acorn	Prize Pack 10
Impressionist Bush	Prize Pack 10
Rose Petal	Prize Pack 11
Paint Splat - Red-Yellow	Prize Pack 11
Orange Peel	Prize Pack 11
Paint Splat - Green-Yellow 1	Prize Pack 11

Decorations	PP
Protozoa	Prize Pack 12
Fabric Flower - Pink	Prize Pack 12
Beaded Leaf	Prize Pack 12
Fabric Leaf - Light	Prize Pack 12
Sycamore Seed	Prize Pack 12
Real Green Leaf	Prize Pack 13
Real Brown Leaf	Prize Pack 13
Pink Pin	Prize Pack 13
Shield 1	Prize Pack 13
Shield 2	Prize Pack 13

Material	PP
Tree Bark	Prize Pack 14
Tree Bark - Light	Prize Pack 14
Floor - Checkered	Prize Pack 14
Screen	Prize Pack 14
Pale Green Wood	Prize Pack 14
Illuminated Screen	Prize Pack 15
White Wood	Prize Pack 15
Carved Animals	Prize Pack 15
Carved Heads	Prize Pack 15
Beige Wood	Prize Pack 15

Objects	PP
Crazy Little Xim	Prize Pack 16
Crazy Queen	Prize Pack 16
Crazy King	Prize Pack 16
Crazy Frida	Prize Pack 16
Firebug	Prize Pack 17
Bird Wing	Prize Pack 17
Bouncy Snake	Prize Pack 17
Eve's Caterpillar	Prize Pack 17
Garden Street Light	Prize Pack 18
Tree Stump	Prize Pack 18
Feather Fan Brush	Prize Pack 19
Torn Cloth	Prize Pack 19

Audio	PP
Golden Apple	Prize Pack 20

Prize Bubble Prize Packs—On the Wormpath

Stickers	PP
Owl Face	Prize Pack 1
Paint Square - Blue	Prize Pack 1
Vampire Kid	Prize Pack 1
Paint Square -	
Purple Green	Prize Pack 2
Blond Moustache	Prize Pack 2
Red Mushroom	Prize Pack 2
Toothy Face	Prize Pack 4
Skullface Doodle	Prize Pack 4
Pink Stripey Shape	Prize Pack 4
Mother Bird	Prize Pack 5
Snarling Mouth	Prize Pack 5
Spikey-Toothed Mouth	Prize Pack 5
Paint Splat - Green-Yellow 2	Prize Pack 6
Fingerprint - Green	Prize Pack 6
Cell 3	Prize Pack 7
Yellow Wooden Plank	Prize Pack 7
Poplar	Prize Pack 8
Plant Tangle	Prize Pack 8
Patterned Leaf	Prize Pack 11
Oakleaf	Prize Pack 11
Impressionist Motif 4	Prize Pack 12
Impressionist Motif 7	Prize Pack 12

Decorations	PP
Tree Stump	Prize Pack 3
Green Blob On Stalk	Prize Pack 3
Tiger Nose	Prize Pack 3
Bunny Ear	Prize Pack 3
Pink Fish	Prize Pack 3
Fabric Leaf - Dark	Prize Pack 9
Torn Paper	Prize Pack 9

Material	PP
Brown Shiny Wood	Prize Pack 13
Weathered Wood	Prize Pack 13
Wood Veneer	Prize Pack 13
Dark Brown Wood	Prize Pack 13
Oak Tree	Prize Pack 14
Wooden Struts	Prize Pack 14
Golden Wood	Prize Pack 14
Dark Green Wood	Prize Pack 15
Light Brown Wood	Prize Pack 15
Crumpled Concrete	Prize Pack 15

Objects	PP
Painted Tree Tall 2	Prize Pack 10
Garden Rock 3	Prize Pack 10
Ramp - High Semi-Open Left	Prize Pack 16
Ramp - High Semi-Open Right	Prize Pack 16
Cone	Prize Pack 16
Dome Hollow	Prize Pack 16
Sphere	Prize Pack 17
Ramp - Thin Straight Semi-Open	Prize Pack 17
Ramp - Straight Semi-Open	Prize Pack 17
Pyramid	Prize Pack 17
Dome Solid	Prize Pack 18
Ramp - Straight Closed	Prize Pack 18
Ramp - Low Straight Open	Prize Pack 18
Ramp - Thin High Semi-Open Left	Prize Pack 19
Ramp - Thin High Semi-Open Right	Prize Pack 19
Half Torus	Prize Pack 19

Audio	PP
Tools	Prize Pack 20
Meanies'	Prize Pack 20
High Octane'	Prize Pack 20